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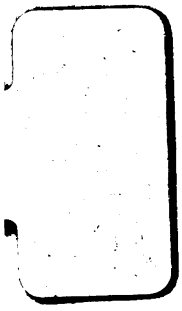

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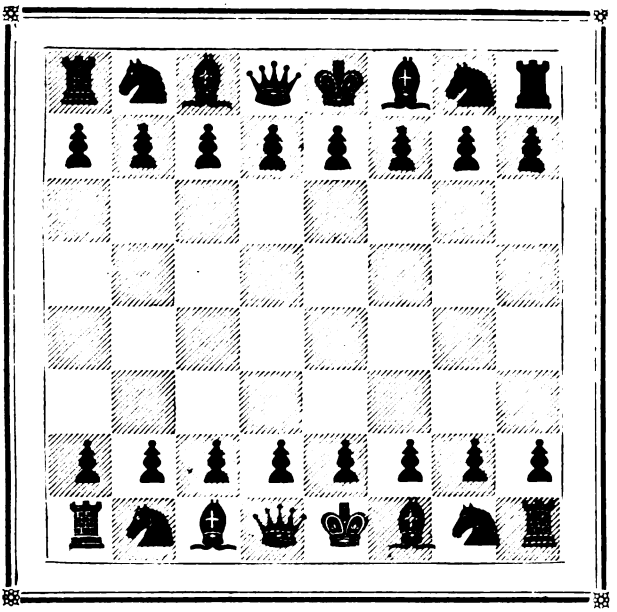
Chess

THE

Chess Player's Chronicle

VOL. VIII.



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THE

Chess Player's Chronicle.

EDITED BY

H. STAUNTON, Esq.

No. 1. NEW SERIES. | SATURDAY, JANUARY 2, 1847. | PRICE THREE PENCE.

MATCH BETWEEN MM. HARRWITZ AND HORWITZ.

The actual terms of this contest, we are informed, were that eleven games, in all, should be played out to the end; the winner of the first six to be entitled to the stakes. Mr. Harrwitz won the first six to his opponent's four, but they have had two sittings subsequently for the honour of scoring the final game, which was gained, at length, by Mr. Horwitz. The result of the play altogether was as follows:—

Harrwitz . . 6 | Horwitz . . 5 | Drawn . . 1

The following are the two concluding games.

Eleventh Game in the match, between Messrs. Horwitz and Harrwitz.

Black. (Harrwitz.)	*White.* (Horwitz.)	*Black.* (Harrwitz.)	*White* (Horwitz.)
1. K. P. 2	K. P. 2	14. B. takes R.	Q. takes B.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	15. P. takes P.	P. takes P.
3. Q. B. P. 1	K. Kt. P 1 (*a*)	16. Q. to K. R. 5th	Q. to K. Kt. 2d
4. K. B. to Q. B. 4th	K. B. to K. Kt. 2d	17. Q. Kt. to Q. 2d	K. to R. sq
5. Q. P. 2	Q. P. 1	18. Q. R. to K. sq	R. to K. Kt. sq
6. Castles	Q. R P. 1	19. Q. R. to K. 2d	Q. to K. Kt. 6th (*d*)
7. K. Kt. to K. Kt. 5 (*b*	K. Kt. to R. 3d	20. Kt. to K. B. 3d	Kt. to K. Kt. 3d
8. Q. P. 1	Q. Kt. to K. 2d	21. Kt. takes B.	Kt. takes Kt.
9. K. B. P. 2	Castles	22. B. to Q. Kt. 3d	K. B. P. 1
10. P. takes P.	B. takes P.	23. B. to Q. B. 2d	R. to K. Kt. 2d
11. K. R. P. 1	K. B. P. 2d (*c*)	24. B. to K. 4th	B. to Q. Kt. 4th
12. Kt. to K. 6th	B. takes Kt.	25. K. R. to K. sq	B. takes Q. R.
13. Q. B. takes Kt.	B. to Q. 2d	26. R. takes B.	K. B. P. 1

The game was prolonged a few more moves, and then was drawn by mutual consent.

Notes.

(*a*) We are surprised at M. Horwitz's persistance in this objectionable defence.

(*b*) Black's men have much more freedom, and his game altogether is better developed than the opponent's, which is chiefly owing to the injudicious opening adopted by White.

(*c*) There is an absence here of White's usual penetration;—by this movement he loses "the exchange."

(*d*) M. Horwitz has contrived to fight through all his early embarrassments, and to take up a very menacing position before the adverse K. Great circumspection is now required on Black's part.

Twelfth Game in the match between MM. HARRWITZ and HORWITZ.

White.(HORWITZ.)	*Black.*(HARRWITZ.)	*White.*(HORWITZ.)	*Black.*(HARRWITZ.)
1. K. P. 2	K. P. 2	11. Q. Kt. to Q. 5th	K. Kt. to K. 2d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	12. Kt. takes Kt.	K. takes Kt.
3. Q. P. 2	P. takes P.	13. K. R. to Q. sq(*b*)	K. B. P. 1
4. K. B. to Q. B. 4th	K. B. checks	14. Q. B. to K. B. 4th	K. Kt. P. 2
5. Q. B. P. 1	P. takes P.	15. Q. B. to K. Kt. 3d	K. R. P. 2 (*c*)
6. Castles	Q. P. 1	16. K. P. 1	K. R. P. 1
7. Q. to her Kt. 3d	Q. to K. 2d	17. P. tks K. B. P.,ch	K. takes P.
8. K. B. to Q. Kt. 5th	K. B. to Q. B. 4th	18. Q. B. to K. 5th,ch	K. to his Kt. 3d
9. Q. Kt. takes P.	Q. B. to K. 3d	19. B. takes R.	R. takes B.
10. Q. to Q. R. 4th(*a*)	Q. to her 2d	20. Kt. to K. 5th, ch	

And Black resigns. (*d*)

Notes.

(*a*) The attack is begun and kept up with uncommon spirit.

(*b*) Threatening to play his Kt. to K. 5.

(*c*) Quite unavailing. Q. R. P. 1 might have been of some service.

(*d*) In this game the vigour and animation of Mr. Horwitz's style are shewn to much advantage. His competitor is utterly routed and carried away, with hardly an effort at resistance, by the impetuosity of the assault.

Played by MM. HORWITZ and HARRWITZ in consultation against Mr. PERIGAL and Capt. EVANS.

White. (M. P. & Capt. E.)	*Black.* (MM. H. & H.)	*White.* (M. P. & Capt. E.)	*Black.* (MM. H. & H.)
1. Q. P. 2	Q. P. 2	14. Kt. to K. 5th	Kt. takes Kt.
2. Q. B. P. 2.	P. takes P.	15. P. takes Kt.	Kt. to Q. 2d
3. K. P. 1	K. P. 2	16. B. takes P.,ch	Q. takes B.
4. B. takes P.	P. takes P.	17. K. P. 1	R. takes P. (*d*)
5. P. takes P.	K. Kt. to B. 3d	18. Q. takes R.	Kt. to K. B. 3d
6. Q. Kt. to B. 3d	K. B. to Q. 3d	19. Q. takes Q., ch	K. takes Q.
7. K. Kt. to B. 3d	Castles	20. K. R. to K. sq	Q. B. P. 1
8. K. R. P. 1	K. R. to K. sq,ch (*a*	21. Q. R. to K. 7th, ch	K. to B. sq
9. B. to K. 3d	K. B. to B. 5th	22. K. Kt. P. 2	K. Kt. P. 2
10. Q. to Q. Kt. 3d(*b*	Q. to K. 2d	23. K. B. P. 2 (*e*)	K. R. P. 1
11. Castles on K. side	B. takes B.	24. P. takes P.	P. takes P.
12. Q. R. to K. sq(*c*)	Q. Kt. to B. 3d	25. Q. R. to K. 5th	
13. R. takes B.	Q. to K. B. sq		

And wins.

Notes.

(*a*) A tempting check; but K. R. P. one square, would have been better play.

(*b*) Mr. Perigal and his ally play well in compelling their enemy to look to his own defences.

(*c*) This is all well judged, and is an instructive lesson for young players.

(*d*) They have no better move.

(*e*) They would willingly give up a P. to be enabled to drive away the Kt. next move; and thus get command of the adverse K.'s square, to confine both B. and R.

Played by Mr. PERIGAL and Capt. EVANS, consulting against M. HARRWITZ and VON CARNAP.

White. (MM. P. & E.)	*Black.* (MM. H. & C.)	*White.* (MM. P. & E.)	*Black.* (MM. H. & C.)
1. K. P. 2	K. P. 2	20. Q. Kt. to B. 3d	Q. Kt. takes P
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	21. Kt. takes Kt.	B. to Q. B. 4th (*e*)
3. Q. B. P. 1	Q. P. 2	22. R. to K. B. sq	R. takes Kt.
4. K. B. toQ.Kt.5th	P. takes P.	23. K. to R. sq (*f*)	Q. to her 2d (*g*)
5. Kt. takes K. P.	Q. to her 4th	24. K.R. to K. B. 7th	Q. to K. Kt. 5th
6. Q.to Q.R. 4th(*a*)	K. Kt. to K. 2d	25. K. R. P. 1	Q. to K. Kt.3d (*h*)
7. K. B. P. 2	P. tks P *in passing*	26. Kt. to Q. 5th	Q. R. to Q. 7th (*i*)
8. Kt. takes P.	Q. R. P. 1	27. R. takes P., ch	K. to Q. sq
9. K. B. to Q. B. 4th	Q. to K. 5th, ch	28. Kt. to K. B. 4th	Q. to her 3d
10. K. to B. 2d	Q. B. to K. 3d (*b*)	29. R. takes B.	Q. takes Kt.
11. Q. P. 1	Q. to K. B. 4th(*c*)	30. Q. takes Q. Kt.P.	Q. R. to Q. 2d
12. B. takes B.	P. takes B.	31. Q. to B. 8th, ch	K. to his 2d
13. K. R. to K. sq	Castles	32. Q. R. to K.sq,ch	K. to B. 3d
14. Q. P. 1	K. Kt. to his 3d	33. Q. takes Q. R.	K. to his Kt. 3d
15. Q.to her Kt.3d(*d*	K. P. 1	34. Q. to her 3d, ch	K. to B. 3d
16. K. to his Kt. sq	P. takes P.	35. R. to B. 6, ch	K. to B. 2d
17. Q.B. to K.Kt.5th	K. Kt. to K. 2d	36. Q.to K.Kt.6th,ch	K. to Kt. sq
18. P. takes P.	K. R. P. 1	37. R. to B. 8th, ch	
19. B. takes Kt.	B. takes B.		

And wins.

Notes.

(*a*) The attack and defence of this opening are both ably conducted.

(*b*) It is obvious that if Black had not played with caution, they must have lost their Q. by the B. taking K. B. P.

(*c*) Promising to advance the Q. Kt. P. on the Q. and B.

(*d*) This looks attacking, but it is presently seen to be a weak move.

(*e*) Unquestionably Black have now the advantage both of force and position.

(*f*) The proper move:—White would be mated at once if they took the Q.

(*g*) Q. to K. R. 4th we believe to be preferable.

(*h*) Here also we should rather have gone to R.'s 4th, with the view presently of playing Q. to K. 4th, and B. to Q. 3d, and because the Q. at R. 4th prevented the Kt. from being moved to K. 2d or Q. 5th

(*i*) This move is the result of imperfect calculation. They should rather have played B. to Q. 3d.

TO CORRESPONDENTS.

*** Want of space will oblige us, except in cases of especial importance, to defer the customary "Notices to Correspondents," until the appearance of the Monthly Part.

The Seventh Volume is now ready, and may be had of all Booksellers, price 15s., elegantly bound.

AN ELEMENTARY COURSE OF LESSONS ON CHESS.

BY MONS. CALVI.

Translated and adapted by Mr. Charles Kenny.

TO THE READER.

The Elementary Instructions by M. Calvi, have deservedly received the encomiums of our ablest players. His concise and lucid treatment of the easier openings, and his elaborate investigation of some of the most difficult, have fully established his reputation as a teacher.

The series which I have the honour to introduce to the English student, was originally commenced in "*La Palamede*" of 1842, and continued regularly, forming a leading feature of attractions in that Magazine until 1845.

Its publication in an English dress, has been delayed by the hope that M. Calvi would, ere this, have published the whole together, improved by emendations, explanatory notes, and diagrams, as a separate "*Treatise on the openings.*"

The circumstances, however, under which the present volume of the "*Chess Player's Chronicle*" comes before the public, appeared to me so favourable an opportunity for the dissemination of these admirable lessons, that I have placed the complete translation at the disposal of the editor, who has not only accepted it, but engaged to add notes and comments of his own,—a kindness no one can more fully appreciate than myself.

To facilitate and give additional interest to the study of each lesson, I propose, among other minor improvements, in the first place, to give diagrams representing the position of the pieces at that point of the opening from whence the variations spring; and in the second, to give one at least of the problems, which terminate each lesson, on a diagram; and, when room can be spared, to print them both in this more attractive form.

Bayswater. C. K.

INTRODUCTION.

INEXPERIENCED players cannot be too often reminded of the necessity of studying these first lessons with the Chess-board before them; every game depending as it does on its opening moves. With good demonstrations it is in every one's power to learn, and that easily, the different methods of opening the game—the attack as well as the defence. Not only with equal, but even inferior force, this knowledge of the openings secures the advantage, as it gives superior energy to the contest. We have known Chess players raised nearly to the *first class* by the mere study of a good attacking opening; and others by an intimate acquaintance of the defence. Attention and constant practice complete their strength. Who may not possess a secret so simple? The difficulty lies in retracing the indicated path, when your adversary throws obstacles in your way, by playing one or two unexpected moves.

When all the pieces are brought out and disposed in order for battle, it is then that the calculation commences; and the genius of the player is called upon to direct the forces. General rules can then be his sole assistance.

In the following Lessons, however, we must support the tottering step, and lead on to the right path. Hereafter the ends of games shall be treated of, with respect to which, there are likewise series of moves requisite to be known, in order that the victory we may have within our reach may not escape from us, and that loss may be retrieved.

I intend following the order adopted by M. Alexandre in his *Encyclopédie des Echecs*, and will divide the various openings into six sections.

The First,—To consist of openings in which the first player plays at his second move, the King's Bishop, commonly called the King's Bishop's game.
— Second,—Where the first player brings out his King's Knight at his second move.
— Third,—Will comprise the King's Bishop's Gambit.
— Fourth,—The King's Knight's Gambit.
— Fifth,—The Queen's Gambit.
— Sixth,—The Irregular Openings.

At the end of each Lesson, two easy problems will be given; the Solutions to which will be found at the end of the following Lesson.

FIRST SECTION.

The King's Bishop's Game.

INTRODUCTORY GAME.

First Opening.

White. *Black.*

1. K. P. 2 squares | K. P. 2 squares

It is of consequence to play one Pawn in preference to another, at the commencement of the game. By playing this K. Pawn two squares, you free the Queen and King's Bishop, and occupy at the same time the centre of the board; an important advantage to secure. If you were to play the Queen's Pawn two squares, you would equally free two pieces and occupy a portion of the centre, but it is better to give a free passage to the King's Bishop. Were you to push the King's Pawn one square only, you would confine the Queen's Bishop, and allow your adversary to establish his Pawns in the centre.

Black plays his K. P. two squares, being the best reply he can make, as it prevents you from playing the Queen's Pawn two squares, or King's Bishop's Pawn two squares; either of which moves would improve your game.

2. K.B.to Q.B.4th | K. B. to Q. B. 4th

It is good play to bring this Bishop out, as it allows your King to castle after playing out the King's Knight. This Bishop is the best attacking piece at the commencement of the game, and it can occupy no better square than the Queen's Bishop's fourth. In that position, it attacks the adverse King's Bishop's Pawn—not only the most vulnerable point, but the most difficult to defend. The Bishop posted on any other square would either confine the range of your pieces, or allow your adversary to gain moves upon you, which he might easily effect by playing the Queen's Rook's Pawn or the Queen's Bishop's Pawn, and afterwards bring out his Queen's Knight.

The Black, by playing his Bishop to a like square, prevents you from pushing the Queen's Pawn two squares, which would be a good attacking move.

You play this Pawn in order to enable you to attack the Bishop with the Queen's Pawn, at the same time opening a range for your Queen. Black's move is not a good one. He exposes the Knight to an attack, shewn hereafter. It would have been better to have played the Queen to King's second square, or push Queen's Pawn two squares. Both these moves we intend analysing in another lesson.

4. Q. P. 2 sq. | P. takes P.

You play this Pawn in order that you may establish two Pawns in the centre, as also to cover the attack of the adverse King's Bishop.

Black does well to take. Had he withdrawn his Bishop, you would have taken the Pawn with the Pawn. Had he then taken your King's Pawn with the Knight, you play your Queen to her fifth square, winning at least a piece.

5. Q. B. P. takes P | B. to Q. Kt. 3

You have now established your Pawns in the centre, which is of great advantage to you. Black withdraws his Bishop to preserve it: he would, however, have done better had he checked your King. This loss of a move gives you the advantage of position.

6. Q. Kt. to B. 3d | K. castles

You bring out this Knight to defend the attacked Pawn, and to prevent his playing his Queen's Pawn two squares; which move would force you to take with the King's Pawn. Black's move is also well played. Instead of castling, he might have taken the King's Pawn with his Knight, intending to play the Queen's Pawn two squares, if you took the Knight with yours, which would have given him a good position and opened his game. But you would have, before taking the Knight, taken his King's Bishop's Pawn with your King's Bishop, checking. In this position you would have gained some moves, because he would have been obliged to lose time before he could place his King in a situation free from your attacks.

7. K. Kt. to K. 2d | Q. B. P. 1

You play out this Knight to prevent his capturing your King's Pawn, and to give your King an opportunity of castling. Had you played it to Bishop's third, it would have hindered the march

of your King's Bishop's Pawn, and Black would have been enabled to take your King's Pawn with the Knight.

Black plays his Queen's Bishop's Pawn with the intention of playing his Queen's Pawn two squares, thus destroying your centre Pawns.

If, instead of playing this Pawn, he had taken your King's Pawn, you would have taken his Knight with yours. Black would then have pushed his Queen's Pawn two squares, and you could place the Queen's Knight on King's Knight fifth square, to enable you to play your Queen to Queen's Bishop's second (threatening mate), after he had taken your King's Bishop.

In this position, if he play his King's Bishop Pawn two squares, you take the doubled Pawn; and you would gain the exchange, or give him *a smothered* mate in four moves. If, instead of playing his King's Bishop Pawn he had moved King's Knight Pawn one square, you could take the doubled Pawn with the Queen, and remain with a good position.

If, on the other hand, your Knight had been moved to Bishop's third, Black could have checked you with his Queen on King's second square, and then have placed his Queen's Bishop on King's third square, at the least, equalizing the game.

8. K. B. to Q. 3d |

You withdraw this Bishop, to avoid exchanging your King's Pawn for that of your adversary's Queen's Pawn. Had you played the Bishop to Knight's third, it would have been masked by Black's Queen's Pawn, whereas on the Queen's third square, he will shortly attack King's Rook's Pawn.

In this position you must await the opportunity for playing your centre Pawns; this is best effected when they are attacked by those of your adversary, and you must support your King's Pawn with the King's Bishop's Pawn. Your game is very good.

In this opening, Black has committed two errors. The first was, in bringing his King's Knight out at his third move. The second, was at the fifth move, by withdrawing his King's Bishop instead giving check. The following Variation will shew you what would have occurred had he played his King's Bishop to the Queen's Knight's fifth, checking.

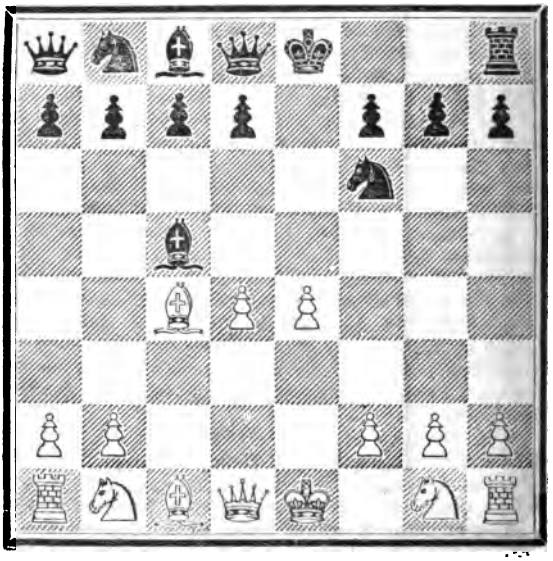
Variation at the fifth move.

5. KBtoQKt5,ch

Black plays the right move. He does not give you time to play your Queen's Knight, which would prevent him from playing Queen's Pawn two squares.

6. Q.B. covers | B. tks B., ch

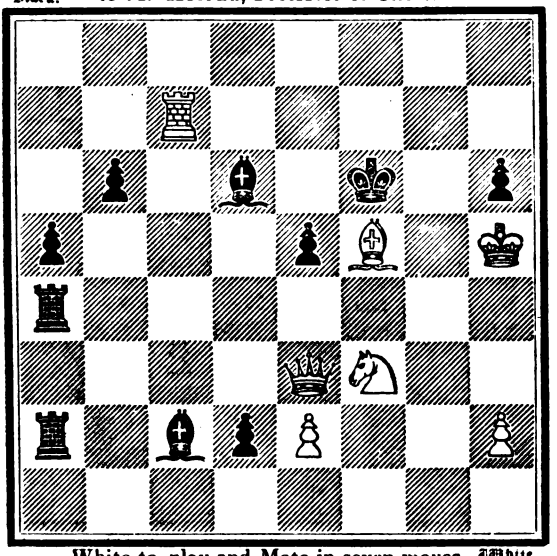
You cover the check with the Bishop, in order that you may not lose the King's Pawn, which would be the case, had you covered with the Queen's Knight: Black takes the Bishop in order not to lose a move. Had he played Queen's Knight to Bishop's third, you might have taken the Bishop and then played the Queen to her Knight's third, giving you a very excellent game.



PROBLEM No. 1.

For the following beautiful and difficult stratagem, we are indebted to M. KUIPER, Professor of Chess.

Black.

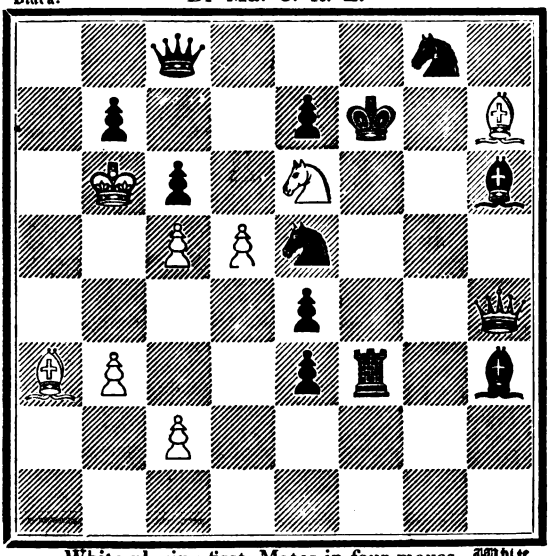


White to play and Mate in seven moves. White.

PROBLEM No. 2.

BY MR. C. R. L.

Black.

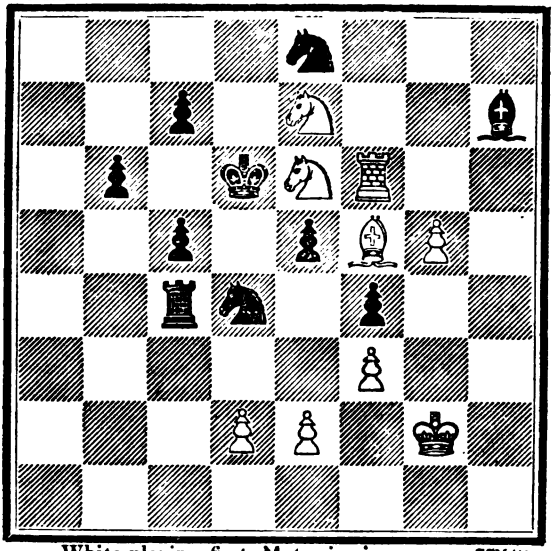


White playing first Mates in four moves. White.

PROBLEM No. 3.

By Mr. Horwitz.

Black.

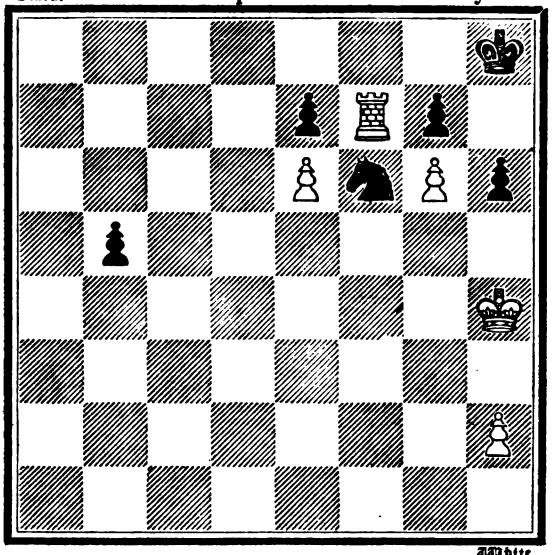


White playing first, Mates in six moves. White.

PROBLEM No. 4.

Translated from the Sanscrit by Trevangadacharya Shastree, and hitherto unpublished in this Country.

Black.



White.

White playing first, compels Black to checkmate him in five moves.

THE

Chess Player's Chronicle.

No. 2. NEW SERIES. | SATURDAY, JANUARY 9, 1847. | PRICE THREE PENCE.

The two following games, extracted from the Berlin Schachzeitung, were played lately between Messrs. Von H. de Laza and Hanstein.

White. (Mr. Hanstein.)	*Black.* (M. Von Heydebrant.)	*White.* (Mr. Hanstein.)	*Black.* (M. Von Heydebrant.)
1. K. P. 2	K. P. 2	26. Q. to K. Kt. 2d	Q. to R. 5th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	27. K. to B. sq.	Q. B. P. 1
3. K. B. to Q. Kt. 5 (*a*)	K. B. to Q. B. 4th (*b*)	28. P. takes P.	P. takes P.
4. Q. B. P. 1	K. Kt. to K. 2d	29. R. to Q. sq.	Q. R. to Kt. sq.
5. Castles (*c*)	Castles	30. Q. Kt. P. 1	Q. R. P. 2
6. Q. P. 2	P. takes P.	31. B. to Q. B. 2d	Q. R. to Q. sq.
7. P. takes P.	B. to Q. Kt. 3d (*d*)	32. Q. to Kt. 4th	Q. to R. 8th, ch.
8. Q. P. 1	Q. Kt. to his sq.	33. K. to B. 2d	Q. to R. 7th, ch.
9. Q. Kt. to B. 3 (*e*	Q. P. 1	34. Q. to Kt. 2d	Q. to R. 5th, ch. (*m*
10. K. R. P. 1 (*f*)	Kt. to K. Kt. 3d (*g*)	35. K. to B. sq.	Q. P. 1
11. Q. to her B. 2d	K. R. P. 1	36. P. takes P.	R. takes P.
12. K. B. to Q. 3d	Q. Kt. to Q. 2d	37. R. takes R.	P. takes R.
13. Q. B. to Q. 2d (*h*	Q. Kt. to K. 4th	38. P. to K B. 6 dis. ch.	K. to R. sq.
14. Kt. takes Kt.	Kt. takes Kt.	39. B. to K. B. 5th	R. to K. sq.
15. Q. R. to K. sq. (*i*	Q. to K. R. 5th	40. Q. to R. 3d	Q. takes Q., ch
16. Q. B. to K. 3d	Q. B. takes K. R. P.	41. B. takes Q.	B. to K. 4th
17. K. B. P. 2 (*k*)	Kt. to B. 6th ch. (*l*)	42. B. to K. Kt. 4th	B. takes P.
18. P. takes Kt.	Q. to K. Kt. 6th, ch.	43. B. to K. R. 5th	K. to Kt. 2d
19. K. to R. sq.	B. takes K. R.	44. Kt. to K. Kt. 3d	R. to K. 4th
20. R. takes B.	B. takes B.	45. B. to Kt. 4th	B. to K. 2d
21. P. to K. B. 5th	B. to K. B. 5th	46. Kt. to B. 5th, ch.	R. takes Kt. (*n*)
22. Q. to K. B. 2d	Q. to R. 6th, ch.	47. B. takes R.	K. to B. 3d
23. K. to Kt. sq.	K. Kt. P. 2	48. B. to Kt. 4th	K. to his 4th
24. Kt. to K. 2d	K. to R. 2d	49. K. to B. 2d	K. B. P. two
25. R. to K. sq.	K. R. to K. Kt. sq.		

And White resigns.

Notes.

(*a*) The question, whether B. to Q. Kt. 5th or to Q. B. 4th is the better move at this point for the first player, is nearly as old as the present mode of playing Chess, which formerly differed in the powers of the Q. and the B. Lopez considered Q. Kt. to B.'s third, as recommended by his predecessor Damiano for the second move of the defence, a bad one, on account of this very move of K. B. to Q. Kt. 5th. His variations show, however, that he had but imperfectly analysed the consequences. The Italian players, and with them the succeeding German, English, and French authors, considered K. B. to Q. Kt. 5th a weak move, and unanimously declared for K. B. to Q. B. 4th: many players of the present time, and some of the most recent works—amongst others *Le Palamede*, for March, 1846—join in this

opinion. The analyses of the authors are, however, very incomplete; and we are indebted to the labours of Mr. Mayet in Bilguer's work, and Mr. Jänisch in his second volume, for the better appreciation of this move. Those gentlemen consider the best defence not satisfactory, and believe K. B. to Q. Kt. fifth at least equal in strength to K. B. to Q. B. 4th.

(*b*) This is a move given by Lopez, but which, however, as we shall presently see, is not to be recommended. If White in answer to it takes the Kt., Black must then take B. with Q.'s P.; and upon his adversary taking the K. P., should play Q. to her 5th, regaining a P. Ercole del Rio, whose fame among the Italians is great, proposes Q. R. P. 1 instead of K. B. to Q. B. 4th, and makes White then take the Kt., although it is better for him to retreat his B. to Q. R. 4th. Q. R. P. one, however, offers no particular advantages to Black, and it appears preferable to play another move, leaving the first player to take the Kt. when he likes. Jänisch and Bilguer therefore recommend K. Kt. to B. 3d.

(*c*) This is a departure from Lopez's analysis: he plays—

5. Q. P. 2	P. takes P.
6. P. takes P.	B. checks
7. Q. Kt. to B. 3d	Q. P. 2
8. P. takes P., or K. P. 1.	

In either case the game is about even; but White may obtain an advantage in this variation, by playing for his seventh move Q. B. to Q. 2d.—See the next game. Castling, as in the present game, is also good, and, indeed, is probably the best move.

(*d*) Black's game is not well developed.

(*e*) Q. P. one would be a stronger move, as will be shown in two games we shall give, with remarks, in the next number.

(*f*) To prevent the Q. B. from occupying K. Kt. 4th, the only square open to him.

(*g*) Black has less scope than his adversary, and his compulsory retreat of the Q. Kt. at the eighth move was certainly a disadvantage. It must however be borne in mind that the Pawns on Q.'s 5th and K.'s 4th prevent the attack of the K.'s B. on the Black K. now he has castled. The Black Q. Kt. may also, after moving to Q. 2d, be played to K. B. 3d, Q. B. 4th, or K. 4th, and thus become very serviceable. Altogether, White seems to have lost more than he has gained, by advancing his centre Pawns, as we frequently find is the case when these Pawns are played so far. As an instance, we may cite the game begun by Paris, in the match by correspondence between Pesth and Paris, which opens thus—

Paris.	*Pesth.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to K. 2d
4. Castles	K. Kt. to B. 3d
5. Q. P. 2	Q. P. 1
6. Q. P. 1	Q. Kt. to his square
7. K. B. to Q. 3d	Castles
&c.	&c.

(*h*) White might have played Q. Kt. to Q. R. 4th, for the purpose of taking o the adverse Bishop; in which case Black's reply should be Q. Kt. to Q. B. 4th, t capture White's K. B., and then K. B. P. 2.

(*i*) This move is not a sufficient security against the threatened attack upon th K. Even now, White might have played his Kt. to Q. R. 4th, although Blac would have had a good game by playing K. B. P. two.

(*k*) If White take the Q. B., Black has at least a drawn game by taking the with his Q.; because White must necessarily answer with K. B. to K. 2d, where upon Black takes Q. B., or plays K. B. P. 2.

(*l*) This move decides the game.

(*m*) By manœuvering thus, Black gains time, having the same position as in the thirty-second move, with the advantage of the move.

(*n*) The K. might be played to K. Kt. 3d, but the sacrifice of the R. for the Kt. simplifies matters. The concluding moves offer few points of interest, as it is apparent that the superior force must win. White, however, makes a gallant resistance, and very cleverly opposes the attack of the Rook on the K. Kt.'s side, at a time when his King is attacked by the adversary's Q., and is without protection from the Pawns.

Between the same players.

White. (Mr. HANSTEIN.)	*Black.* (M. V. H. DE LAZA.)	*White.* (Mr. HANSTEIN.)	*Black.* (M. V. H. DE LAZA.)
1. K. P. 2	K. P. 2	17. Q. R. to K. 3d	R. to Q. 3d
2. K. Kt. to B. 3d	Q. Kt. to B. 3	18. Q. to her B. 3d	R. to K. R. 3d
3. K.B. to Q.Kt. 5th	K. B. to Q. B. 4th	19. K. R. P. 1	K. B. P. 2 (*f*)
4. Q. B. P. 1	K. Kt. to K. 2d	20. K. B. P. 2	Kt. to K. Kt. 3d
5. Q. P. 2 (*a*)	P. takes P.	21. Kt. to K. 2d	Q. to K. B. 3d (*g*)
6. P. takes P.	B. to Q. Kt. 5th (ch.)	22. Kt. to Q. 7th	Q. to her 3d
7. Q. B. to Q. 2d (*b*)	B. takes B., ch.	23. Kt. takes R.	Kt. takes Kt.
8. Q. takes B.	Castles (*c*)	24. Kt. to K. Kt. 3d	R. to K. Kt. 3d
9. Castles (*d*)	Q. P. 2	25. R. to K. 5th	Kt. to K. 3d
10. P. takes P.	Q. takes P.	26. K. R. to K. B. 2d	Q. to K. 2d
11. Q. Kt. to B. 3d	Q. to K. R. 4th (*e*)	27. Kt. takes K. B. P.	Q. to K. B. 3d
12. Q. R. to K. sq.	Q. B. to K. 3d.	28. Kt. to K. 3d	Q. to K. R. 5th
13. K. Kt. to K. 5th	Q. R. to Q. sq.	29. Kt. takes B.	P. takes Kt.
14. B. takes Kt.	P. takes B.	30. K. B. P. 1	R. to K. Kt. 6th
15. Kt. to K. 4th	B. to Q. 4th	31. P. takes Kt.	R. takes Q.
16. Kt. to K. Kt. 3d	Q. to K. R. 5th	32. P. takes R.	

And wins.

Notes.

(*a*) Instead of Castling, as was done in the previous game.

(*b*) This move, we repeat, is better than Q. Kt. to B. 3d, because in that case Black, by playing Q. P. 2, would get a safe and well developed game.

(*c*) Q. R. P. one, would perhaps have been better. White would then have had the choice of three moves,—K. B. to Q. B. 4th, K. B. to Q. R. 4th, and K. B. takes Kt.,—which Black would answer by Q. P. 2, Q. Kt. P. 2, and Q. Kt. P. takes B.

(*d*) White could also continue the attack as follows:—

9. Q. P. 1	Q. Kt. to his square
10. Q. P. 1	Q. B. P. takes P.
11. Q. takes P.	

This prevents the advance of the opponent's Q. P., by which, for a long time, his game is much confined.

(*e*) The best move for opening an attack on the adverse K.

(*f*) However good this move appears, it is completely paralysed by White's rejoinder. Instead, therefore, of playing the K. B. P., this was the proper moment to break up White's position by the sacrifice of the B., thus—

19. K. R. P. 1	B. takes K. Kt. P.
20. K. takes B.	Q. takes K. R. P. (check)
21. K. to his B. 3d	Kt. to Q. 5th
22. Q. to her Kt. 3d	Kt. takes R.

(Black has an attacking position, and a R. and P. for two Knights.)

(*g*) This is an error. In his eagerness to defend the Q. B. P., Black overlooked White's following move, which wins the exchange.

NEW PUBLICATIONS.

The Manual of Chess. By CHARLES KENNY. London, 1847.

THIS is a pleasant and serviceable little New Year's Offering to the Lovers of Chess, from whom it is sure to receive a ready welcome. It is in fact the very book one would wish to put into the hands of a beginner; full of "wise saws" in the shape of admonitory counsel on the management of the pieces, exemplified in "modern instances" of skilful excellence. The earlier chapters, descriptive of the names and powers of the pieces, the technical phraseology of the game, the laws, &c. &c. are agreeably written, and will be of infinite assistance to those who have not the advantage of some chess-playing acquaintance to instruct them in these indispensable preliminaries. The general rules, the examples, illustrative of the different methods of attack and defence, and of the mode of effecting checkmate with various pieces, have been selected with judgment, and may be studied with profit by all who are desirous of initiation into the fascinating mysteries of our beautiful science. These are followed by practical examples from actual play, and a few choice stratagems on plates for the entertainment of the more advanced. For the benefit too of foreigners and country visitors, there are appended a list of the clubs and leading places of resort in London for the practice of the game, and an account of the several publications wholly or in part devoted to its interpretation. When we add that all this information is attainable for *One Shilling*, it requires but little sagacity to foretel that Mr. Kenny's Guide must become *the* stepping stone for young players to the more costly and elaborate publications of the English and German schools.

SOLUTIONS TO THE DIAGRAM PROBLEMS IN OUR LAST.

No. 1.

White.	*Black.*
1. Kt. to Q. 4th	B. to K. B. sq. (best move)
2. R. to K. 7th	K. P. one (If he take the R. or Kt., or play any other way, mate follows sooner.)
3. R. to K. 6th, ch.	K. to B. 2d.
4. B. to Kt. 6th, ch.	K. to Kt. sq.
5. Q. to K. B. 4th	As he can.
6. Q. to B. 7th, ch.	

And Mate at next move.

No. 2.

White.	*Black.*
1. Q. to R. 5th, ch.	K. to B. 3d
3. Q. takes Kt., ch.	K. takes Q. (best)
3. B. to Q. Kt. 2, ch.	K. takes P.
4. B. takes Kt.	

And play as Black may, he must be Mated next move.

No. 3.

White.	*Black.*
1. Kt. takes Kt. dis check	Kt. takes R. (best)
2. Kt. to Q. B. 8th, ch.	K. to Q. 4th
3. B. to K. 6th, ch.	K. takes Kt.
4. Kt. to Q. R. 7th	

And, play as Black can, he must be Mated by the Kt. going next move to Q. B. 6th or Q. Kt. 5th.

No. 4.

White.	*Black.*
1. R. to B. 8th ch.	Kt. to Kt. sq.
2. K. to R. 5th	Q. Kt. P. one
3. K. R. P. two	P. one
4. R. to Q. Kt 8th	P. one
5. R. takes P.	

And Black has no other move than Kt. to K. B.'s 3d, giving checkmate.

CALVI'S ELEMENTARY LESSONS.

(*Continued from No.* 1, *p.* 6.)

7. Kt. takes B. | Q. P. 2

By retaking with the Knight, you defend the Pawn, which would otherwise have been captured by the adversary's Knight.

Black plays this Pawn on, for the purpose of breaking the centre Pawns—whether you take or not. He, at the same time, frees his Queen's Bishop: a move well played because it improves his position.

8. P. takes P. | Kt. takes P.

You take with the Pawn, to preserve your Bishop, which is very well posted.

Black takes the doubled Pawn with his Knight; but he would perhaps have have done better to castle. Let us suppose that he does castle. You could only support your doubled Pawn by playing your Queen to King's Bishop's third, or to Queen's Knight's third. In both these cases, Black pushes Queen's Bishop's Pawn one square, attacking your doubled Pawn. If you take the Pawn with yours, he retakes with Knight, attacking your Queen's Pawn, which he will capture in a few moves, leaving him with a situation better developed.

If, after he has castled, you do not support your Pawn, he will take it with the Knight, and then bring out his pieces without being forced to defend or cover his King's Bishop's Pawn, which would save him several moves.

9. Q. to her Kt. 3d | Q. B. P. 1

The Queen here placed, attacks Black's King's Knight, and prevents Queen's Bishop from coming out. Had you played her to King's Bishop's third, or to King's second, he would have answered with Queen's Bishop to King's third.

Black's move is the best he can make. If he had given check to your King by playing Queen to King's second, your proper play would have been King to Bishop's square.

10. K. Kt. to K. 2d | Castles.

Your Knight prevents the check before mentioned, which would now have given him a good game. Black castles in order to play his King's Knight to Queen's Knight's third, and then bring out his Queen's Bishop and Knight, which he could not do before covering his Queen's Knight's Pawn.

In this position the game may be considered equal, although White has his game better developed.

This game, which is one of Philidor's, presents two dangerous errors, which are generally to be avoided. The first is—the isolating a Pawn, and especially a centre Pawn. The second is—the being forced to play the King's Knight to King's second; his best square being King Bishop's third—where he prevents the adverse Queen from attacking you at King's Rook's third square. Nevertheless, we have condemned Black for playing his Knight to that square; but in his case the move was too premature, the aforesaid Knight not being enabled to keep himself in safety.

End of First Lesson.

Problems.

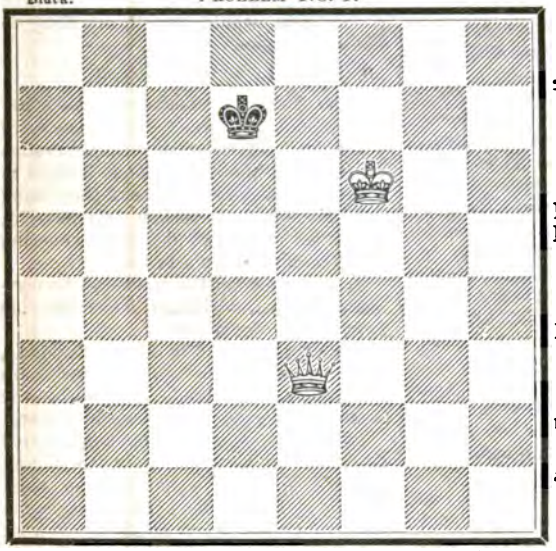
The study of Problems is necessary for those who wish to learn Chess. They show the innumerable resources of the game, and, what is more important, they accustom the student to calculate several moves in advance. They consequently form a player and strengthen his game, because at Chess the ability of a player is enhanced in proportion to the number of moves he can foresee.

But this study must be regularly made. First of all, the pieces must be correctly placed; then reflect calmly on the combinations the situation offers; and it is advisable not to touch the pieces until you feel pretty certain that you have discovered the solution.

It will sometimes occur that you may employ an hour or so without being able to find out the solution: in this case it were better to pass to another problem, returning to the first problem afterwards.

It only requires a little trouble, and a great amount of patience, to arrive at the happy result.

Black. PROBLEM No. 1.



White to Mate in three moves. White.

PROBLEM No. 2.

White.

King on his 6th square
Rook on Queen's 7th

Black.

King on his square.

White to Mate in three moves.

CALVI.

ERRATA.

In the previous portion of this First Lesson the printer has been unfortunate enough to commit two typographical errors. The first and most important is the omission of White's and Black's third move, which is—

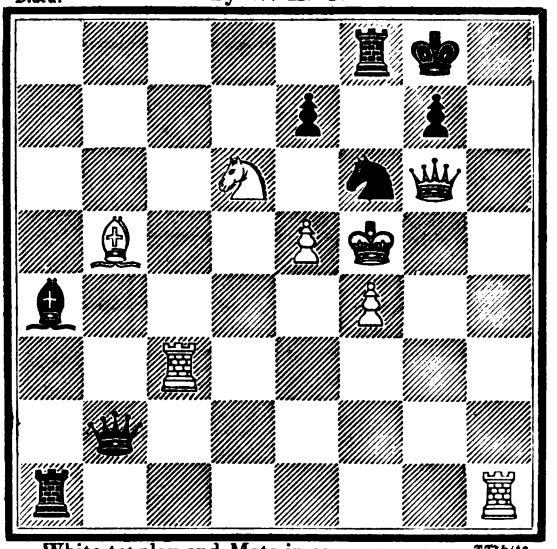
"3. Q. B. P. 1 square | K. Kt. to B. 3d"

This should have been inserted at the end of the first column of fifth page, after the words "would be a good attacking move." This mistake, mainly attributable to the alteration of the size of the page, &c. &c., is not likely to occur again. The second error (in comparison with the former) is of little consequence. The Diagram given in page 6 shows a Queen on Queen's Rook's square—it should have been a Rook.

PROBLEM No. 5.

By W. H. C.

Black.



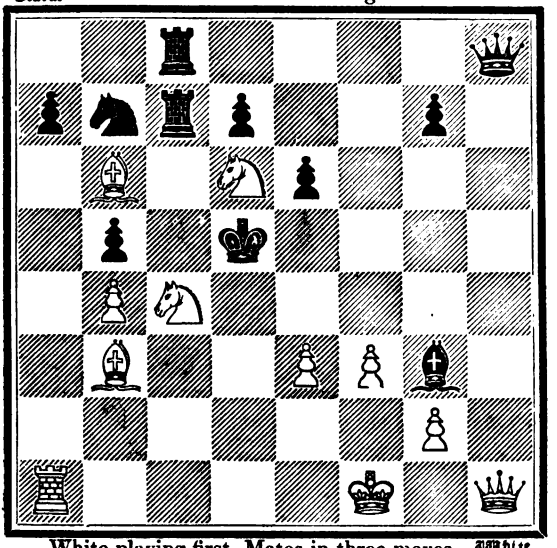
White to play and Mate in seven moves. White.

PROBLEM No. 6.

By N. D. NATHAN.

A beautiful little stratagem.

Black.

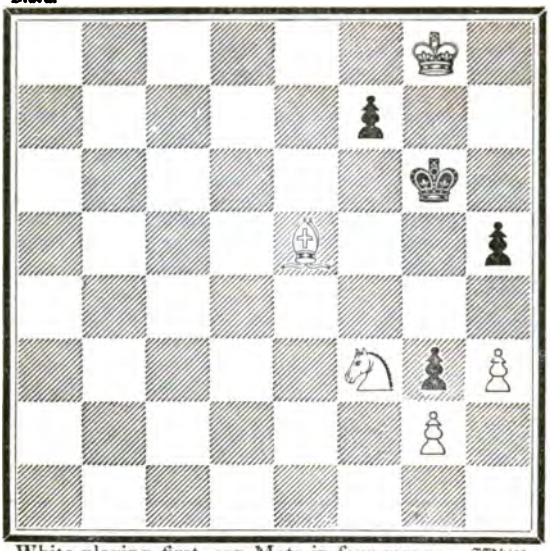


White playing first, Mates in three moves. White.

PROBLEM No. 7.

This pretty end-game, the invention of KUIPER, forms the frontispiece to Mr. KENNY's clever little "Manual of Chess," just published.

Black.

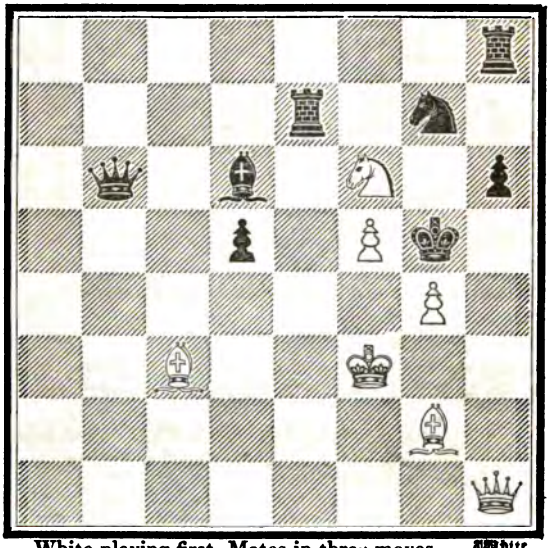


White playing first, can Mate in four moves. White.

PROBLEM No. 8.

By MR. GRÜNBAUM.

Black. From the Berlin Chess Journal.



White playing first, Mates in three moves. White.

THE

Chess Player's Chronicle.

No. 3. NEW SERIES. | SATURDAY, JANUARY 16, 1847. | PRICE THREE PENCE.

Our next two games are from the Berlin Chess Journal, and were promised in Note (*e*), page 10, of the preceding Number.

White. (M. Hanstein.)	*Black.* (M. Von Heydebrant.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B. to Q. Kt. 5th	K. B. to Q. B. 4th
4. Q. B. P. 1	K. Kt. to K. 2d
5. Castles	Castles
6. Q. P. 2	P. takes P.
7. P. takes P.	B. to Q. Kt. 3d
8. Q. P. 1	Q. Kt. to his sq.
9. Q. P. 1 (*a*)	P. takes P. (*b*)
10. Q. takes P.	K. B. to Q. B. 2d
11. Q. to her 3d (*c*)	Q. P. 2
12. Q. Kt. to B. 3d	P. takes P.
13. Q. takes P. (*d*)	Q. Kt. to B. 3d
14. K. R. to Q. sq. (*e*)	Q. to K. sq.
15. K. Kt. to his 5th (*f*)	Q. B. to K. B. 4th
16. B. takes Kt.	P. takes B.
17. Q. to K. R. 4th	Kt. to Q. 4th
18. Kt. takes Kt.	P. takes Kt.
19. Q. B. to K. 3d (*g*	Q. to her Kt. 4th
20. B. to Q. 4th	K. R. to K. sq.
21. Kt. to K. B. 3d	K. B. P. 1
22. B. tks. K. B. P. (*h*)	P. takes B.
23. Q. takes B. P.	B. to K. Kt. 3d
24. Q. R. to Q. B. sq.	B. to Q. Kt. 3d
25. K. R. P. 2	K. R. to K. 7th

(*White*) (M. Hanstein.)	(*Black.*) (M. Von Heydebrant.)
26. Kt. to Q. 4th	Q. takes P.
27. Q. to her B. 6th (*i*)	K. R. to K. sq. (*k*)
28. Q. takes Q. P. ch.	K. to R. sq. (*l*)
29. Q. R. to B. 6th (*m*	B. to K. 5th (*n*)
30. Q. to her 6th	B. takes Kt. (*o*)
31. R. takes B.	K. R. to K. 3d
32. Q. takes R.	Q. takes R.
33. Q. to K. B. 6th, ch.	Q. takes Q.
34. R. takes Q.	R. to Q. Kt. sq. (*p*)
35. K. B. P. 1	B. to Q. 4th
36. Q. R. P. 1	R. to Kt. 3d (*q*)
37. R. takes R.	P. takes R.
38. K. to B. 2d	K. to Kt. 2d
39. K. to his 3d	K. to B. 3d
40. K. to B. 4th	B. to Q. B. 3d
41. K. to Kt. 4th	B. to K. sq.
42. K. to B. 4th	B. to K. Kt. 3d
43. K. to Kt. 4th	K. R. P. 2, ch.
44. K. to B. 4th,	B. to K. B. 4th
45. K. Kt. P. 2	B. to K. Kt. 3d
46. P. takes P.	B. takes P.
47. Q. R. P. 1 (*r*)	B. to K. sq.
48. Q. R. P. 1	P. takes P. (*s*)
49. K. to his 3d	

And the game was resigned as a drawn battle.

Notes.

(*a*) This move is a variation from that in our last Number (see page 9). There White played K. Kt. to B. 3rd. The present move is stronger, and affords a more lasting attack.

(*b*) Black may here play Q. Kt. to his 3rd, which White would follow with—

10. P. takes Q. B. P. Q. or B. takes P.
11. Q. Kt. to B. 3d

with a superior game.

(*c*) At this point, Jänisch, vol. ii. p. 75., leaves the game, considering White's position as the better. The same move, 11. Q. to her 3rd, occurs in the game which follows this, it affords the adversary, however, an opportunity to disentangle his game by playing Q.'s P. two, and with correct play would most likely lead to a drawn battle. A much stronger move, although it may not appear so theoretically, would be Q. to her R.'s third. For in that case Black could not advance his Q. P. two, as White would gain an advantage by answering with K. R. to Q. sq., which would give to Black a very confined position. Indeed it is not difficult to see, that after the move recommended, of Q. to her R.'s third, Black's game affords no satisfactory defence for a length of time; and we must repeat that the playing K. B. to Q. B. fourth by the second player, at his third move, is not to be commended.

(*d*) If the Knight takes this Pawn, Black gains an advantage by Q. B. to K. B.'s fourth.

(*e*) Instead of this move, White plays in the next game Q. B. to K. Kt. fifth.

(*f*) To separate the Pawns on the Queen's side.

(*g*) If the Rook take the Pawn, the Queen gives mate; and if, instead of playing the Bishop to K.'s third, he were played to K. B.'s fourth, Black might exchange Bishops, and then support his Q.'s P. by moving B. to K.'s third.

(*h*) A bold sacrifice to be ventured in an actual game.

(*i*) The only saving move, and one which at the same time imperils Black.

(*k*) This is the best move. K. R. takes K. B. P. would perhaps have been good, but K. B. takes Kt. would have lost the game, *e. g.*—

27.	Q. to her B. 6th	B. takes Kt.
28.	Q. takes R., ch.	K. to Kt. 2d (best)
29.	R. to B. 7th, ch.	K. to R. 3d (interposing the Bishop would cost a piece.)
30.	Q. to K. B. 8th ch.	K. to R. 4th
31.	Q. to K. B's 3d, ch.	K. takes P. (or mate follows in two moves)
32.	K. R. takes B., ch. &c.	

(*l*) Interposing the B would lead to perpetual check.

(*m*) Q. R. to B. fourth would also have been good, but the move in the text is more beautiful, as it involved a snare, into which Black fell, and enabled White to save the game.

(*n*) Black could not resist the temptation of winning the Rook for Bishop, and thus overlooked the perpetual check. The strongest move for him was Q. R. to Q. sq.

(*o*) If the other Bishop takes the Rook, White gives perpetual check.

(*p*) We recommend the study of the terminating moves, which were extremely difficult for both parties. They prove the possibility of positions occurring where two Pawns not even moved can draw the game against a Bishop.

(*q*) Black would have had a better chance of winning by not exchanging Rooks.

(*r*) Most important, because the Bishop might otherwise have prevented the Pawn advancing to compel the Black Pawn to take.

(*s*) If Black does not take the Pawn, White would win. (?) As it is, the game must be drawn, even if White had no Pawns, since the Pawn on B.'s file can never reach the eighth square.

Between the same Players.

The first thirteen moves on each side in this game were the same as in the preceding one.

White. (M. Hanstein.)	*Black.* (M. Von Heydebrant.)	*White.* (M. Hanstein.)	*Black.* (M. Von Heydebrant.)
14. Q. B. to K. Kt. 5th	K. B. P. 1 (*a*)	22. K. Kt. to Q. 4th	Q. R. to K. sq.
15. Q. R. to Q. sq.	Q. to K. sq.	23. R. takes R.	R. takes R.
16. K. R. to K. sq.	Q. to K. Kt. 3d (*b*)	24. K. B. P. one	Kt. takes Kt.
17. B. takes Kt.	Kt. takes B.	25. R. takes Kt.	B. to K. 3d
18. Q. takes Q.	P. takes Q.	26. R. to K. 4th	K. to B. 2d
19. Q. Kt. to Q. 5th (*c*)	B. to Q. R. 4th	27. Kt. to B. 7th	R. to K. 2d
20. B. to Q. 2d	B. takes B.	28. Kt. to Q. Kt. 5th	R. to Q. 2d (*d*)
21. Q. R. takes B.	B. to K. Kt. 5th	29. Kt. to Q. B. 3d	

After the twenty-ninth move, the game was resigned as drawn.

Notes.

(*a*) If Black plays Q. B. to K. B. fourth, White could gain a Pawn by taking the K. Kt. with Q. B.

(*b*) By playing Q. to K. R. 4th, he might have avoided getting a doubled Pawn, which, however, is not here a serious disadvantage. He could not take the Bishop with Pawn, on account of the other Bishop taking his Q. Kt.

(*c*) The Bishop on K. Kt. fifth is left *en prise* for the fifth time, but still cannot be taken. This move of the Knight was necessary to prepare a better retreat for the Bishop.

(*d*) Had he played Q. R. P., White would have won a Pawn by playing—

29. Kt. to Q. 6th, ch. K. to B. sq.
30. Kt. takes P. R. takes Kt.
31. R. takes B. &c.

CHESS IN AMERICA.

White. (Mr. Stanley.)	*Black.* (Mr. Hammond.)	*White.* (Mr. Stanley.)	*Black.* (Mr. Hammond.)
1. K. P. two	K. P. two	15. Kt. to Q. 4th	Q. takes K. P.
2. K. B. P. two	P. takes P.	16. Q. B. takes P. (*a*)	Q. takes Q.
3. K. B. to B. 4th	Q. to K. R. 5th, ch.	17. R. takes Q., ch.	K. to B. sq. (*b*)
4. K. to B. square	K. Kt. P. two	18. Kt. to Q. Kt. 3d	B. takes Q. Kt. P.
5. Q. P. two	Q. P. one	19. B. takes Q. B. P.	B. to Q. R. 6th (*c*)
6. Q. Kt. to B. 3d	B. to K. Kt. 2d	20. K. to K. R. 2d	K. to Kt. 2d
7. K. P. one	P. takes P.	21. B. to K. 5th, ch.	K. B. P. one
8. Kt. to Q. 5th	K. to Q. square	22. B. takes P., ch. (*d*)	K. takes B.
9. Q. P. takes P.	B. to Q. 2d	23. K. R. to B. sq., ch.	K. to K. Kt. 3d
10. K. Kt. to B. 3d	Q. to K. R. 4th	24. K. R. P. 1, ch.	K. takes P.
11. Q. to K. square	Kt. to K. 2d	25. B. to B. 7th, ch.	K. to Kt. 4th
12. Kt. takes Kt.	K. takes Kt.	26. R. to K. 5th, ch.	B. to B. 4th
13. K. R. P. two	K. R. P. one	27. R. takes B., ch.	K. to R. 5th
14. K. to Kt. square	K. Kt. P. one	28. P. mates	

Notes.

(*a*) From this point Mr. Stanley gets a fine attack, and pushes it relentlessly to the close.

(*b*) K. to Q. square would perhaps have been safer

(*c*) We should rather have brought the Knight into action.

(*d*) The terminating moves are quite in Mr. Stanley's bold and vigorous style.

Game played at the London Chess Club, between Messrs. Horwitz, Harrwitz and Von Carnap, against Messrs. Perigal, Jones, and Capt. Evans in consultation.

White. Messrs. H. H. & V. C.	*Black.* Messrs. P. J. E.
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3rd
3. Q. B. P. 1	K. Kt. to B. 3rd
4. Q. P. 2	Q. P. 1
5. Q. P. 1.	Q. Kt. to K. 2d
6. Q. Kt. to R. 3d	Q. B. P. 1
7. Q.B.toK.Kt.5th(*a*	K. Kt. takes K. P.
8. B. takes Q. Kt.	B. takes B.
9. P. takes P.	Castles
10. Q. to Q. 5th	Kt. to Q. B. 4th
11. Q. Kt. P. two	P. takes Q. B. P.
12. Q. takes Q. B. P.	Q. B. to Q. Kt. 2d
13. Q. to Kt. 5th	Q. B. to R. 3d
14. Q. to B. 6th	R. to Q. B. sq.
15. Q. to her 5th	Q. B. to Kt. 2d
16. Q. to her sq.	Kt. to K. 5th (*b*)
17. Q. Kt. to his sq.	Q. to Q. Kt. 3d
18. Q. to Q. B. 2d	Q. takes Q. Kt. P.
19. K. B. to Q. 3d	Kt. takes Q. B. P.
20. B. tks K. R. P., ch	K. to R. sq
21. Castles	Kt. to K. 5th
22. Q. to her 3d	K. takes B.
23. Q. Kt. to Q. 2d	Q. R. to Q. B. 6th
24. Q. to K. 2	Kt. takes Kt.
25. Kt. takes Kt.	Q. to Q. B. 4th
26. Q.R. to Q.Kt. sq	Q. to B. 3d
27. K. B. P. 2	R. to K. 6th
28. Q. to K. Kt. 4th	K. B. P. 2
29. Q.to K.R. 5th, ch	K. to Kt. sq
30. Kt. to B. 3rd	P. takes P.
31. K. R. to Q. B. sq	Q. to K. 5th
32. Q. R. P. 2	R. to K. 7th
33. K. to R. sq	R. takes K. Kt. P.
34. R. to K. B. sq (*c*	R. to K. Kt. 5th
35. Q. to R. 3rd	B. to K. R. 5th
36. Q. R. P. 1	K. R.. to B. 3d
37. Q. R. P. 1	Q. B. to his 3d
38. Q.RtoQ.Kt.8th,ch	K. to R. 2d
39. R. to Q. Kt. 3rd	R. to K. R. 3d

And White resigns.

Notes.

(*a*) We can see no prospective equivalent for the P. now sacrificed.

(*b*) Already Black have so manifest an advantage, that with ordinary care, the game is their own.

(*c*) Q. R. takes B., seems to us a better defence.

SOLUTION TO THE DIAGRAM PROBLEMS IN OUR LAST.

No. 5.

White.	*Black.*
1. Q.to K.B.7th, ch.	R. takes Q.
2. R.to K.R.8th, ch.	K. takes R.
3. Kt. takes R., ch.	K. to R. 2d (best)
4. R. to K. R. 3d, ch.	Kt. to K. R. 4th
5. R. takes Kt., ch.	K. to Kt. sq.
6. R. to R. 8th, ch.	K. takes Kt.
7. K. P. 1.	

Mate.

No. 6.

White.	*Black*
1. K. P. 1, ch.	K. to Q. B. 3d
2. Q. R. to his 6th	Q.tks. K.R., ch. (*a*)
3. B. to K. Kt. sq.	

(Dis. check, and mate.)

(*a*) If Black at his second move play Q. R. P. takes B., White replies with R. takes P. mate. If he play Kt. P. takes Kt., then B. to Q. B. 5th discovers mate. If Kt. takes Kt., then Kt. to Q. R. 5th gives mate. And if, lastly, he play Kt. to Q. B. 4th, the B. takes Kt. &c.

No. 7.

White.	*Black..*
1. Kt.toK.R.4th,ch.	K. to Kt. 4th
2. K. to Kt. 7th	K. B. P. 1 (best)(*a*)
3. B. takes K.Kt.P.	B. P. 1
4. Kt. to K. B. 3d	

Mate.

(*a*) If he take the Kt., or play the P. two steps, the Mate follows on the move.

No. 8.

White.	*Black.*
1. Kt.toK.R.7th,ch.	R. takes Kt.
2. Q.toK.R.4th,ch.	K. takes Q.
3. B. to K. B.'s 6th.	

Mate.

CALVI'S ELEMENTARY LESSONS.

(*Continued from No. 2, p. 13.*)

Second Lesson.

(Continuation of the same Opening.)

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	K. Kt. to B. 3d
4. Q. P. 2	P. takes P.
5. K. P. 1	Kt. to K. 5th

Your last move of K. P. 1 is a good attacking move. To save his Knight, Black must either remove it, play his Queen to King's second, or push Queen's Pawn two squares. He can play his Knight home, or place it on King's fifth square. If he play it to his own square, you take the doubled Pawn with your Queen's Bishop's Pawn, and thereby gain several moves, which would eventually give you a fine game. We will, however, examine the consequences of the other move, Kt. to K. 5th.

6. Q. to K. 2nd | Kt. to his 4th

Instead of playing Queen to King's second, you might have taken King's Bishop's Pawn with your Bishop; and on Black's retaking with King, you check with Queen at Bishop's 3rd, regain your piece, and keep a very good position. But Q. to K. second is the better move.

Black plays his Knight to his fourth, because he cannot defend it. If he play Queen's Pawn two squares, you could take the Pawn *en passant* with your K. P.; and if he then defend the Kt. by playing K. B. P. two squares, you would win his Knight by playing K. B. Pawn one square. If he Castle, you take Queen's Bishop's Pawn with your Pawn, and will evidently win one of the two Knights.

7. K. B. P. two | Kt. to K. 3rd

You pursue this Knight to take it or drive him home, which would confine his game. By doing this you develope your forces and gain time. Black's move is forced.

8. K. B. P. one | Kt. to B. sq.

When you have a good attack, pursue it with vigour. Thus, it is your play to harass unrelentingly this poor Knight.

Black plays his Knight to Bishop's square in preference to his fourth square —for this reason: had he played there, you might have played your Queen to King's Rook's fifth, and afterwards King's Rook's Pawn two squares, if he defend the Knight with K. R. Pawn.

9. K. Kt. to B. 3d | Q. Kt. to B. 3d

The bringing out your King's Knight was essential. You had not sufficient pieces to follow up the attack, and none other could so effectually assist you. Your Knight posted here, attacks the doubled Queen's Pawn, and at the same time will defend your Bishop, should you wish to play it to King's Knight's fifth.

Black plays his Knight to Queen's Bishop's third to defend his Pawn. He might have taken Queen's Bishop's Pawn with the doubled Pawn—but you would have attacked his Queen by playing Bishop to King's Knight's fifth—not heeding his taking your Q. Knight's Pawn with his Pawn; for in that case you would retake with Queen. In that position he might play King's Bishop to King's second, which you would answer with King's Bishop's Pawn one square. The Knight's Pawn would have taken your Pawn, and you retake with King's Pawn. The following move would enable you to take King's Bishop's Pawn with Bishop, giving check, and then you could play Knight to King's fifth, checking—which would lead to your winning the game.

10. Q.B. to K.Kt.5th | K. B. to K. 2d

Had he played the Knight to King's second instead of the Bishop, you ought equally to push on the K. B. Pawn.

11. K. B. P. one | P. takes P.

It will be obvious that had he played his Bishop, instead of taking Pawn with Pawn, you would have taken King's Knight's Pawn, attacking Queen and Rook at the same time.

12. Pawn retakes.

You gain a piece, and preserve a good position. You must not, however, abandon the attack, for it often happens that, by neglecting the game, you give your adversary time to recover his.

Variation from Black's fifth move.

5. Q. to K. 2d

In this position, this move is not to be commended, but it presents several combinations worthy of being recorded.

6. P. takes P. | K. B. to Q. Kt. 5th, ch.

You take this doubled Pawn to defend your K.'s Pawn and to attack his Bishop. Had Black withdrawn his Bishop to Knight's third, you should play Queen to King's second.

7. K. to B. | Kt. to K. 5th

Your move is a good defensive move. It allows you to take his Knight with your Pawn.* You might have covered the check with a piece, but that would not be well, as it would give your adversary an opportunity of exchanging his Knight for one of your pieces.

Black plays the Knight to King's fifth to avoid crowding his game.

8. Q. to K. Kt. 4th | K. B. P 2

By playing the Queen to K. Kt.'s fourth, you attack the Knight and King's Knight's Pawn. Should he play his Knight to Bishop's third, you take the King's Knight's Pawn, and the following move you win a piece. If he play it to † Queen's third, you withdraw the King's Bishop to King's second, and take the Knight on the following move.

Black pushes his King's Bishop's Pawn two squares, defending his Knight and his King's Knight's Pawn at the same time.

9. Q. to K. R. 5th, ch. | K. Kt. P. 1

You did not take his King's Bishop's Pawn with the Queen, because Black might have attacked your Queen and Bishop with his Knight, forcing an exchange, which would have weakened your attack.

---

* This move, given by Ponziani (ed. 1782) proves that Black's fifth move (Queen to King's second) is a bad defence.

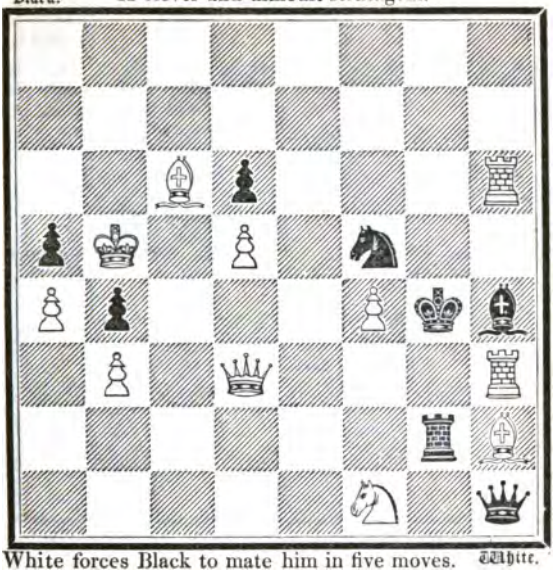
† The beginner will observe that White could not take the Kt. with K. Pawn; does he see the reason why?—C. K.

PROBLEM No. 9.

By Mr. Mc G——.

A clever and difficult stratagem.

Black.



White forces Black to mate him in five moves. White.

PROBLEM No. 10.

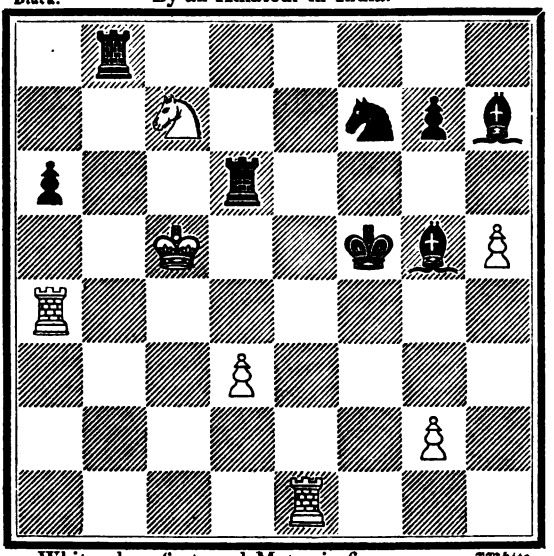
By Mr. C. Barthes.

Black.

White to play and Mate in four moves. White.

PROBLEM No. 11.

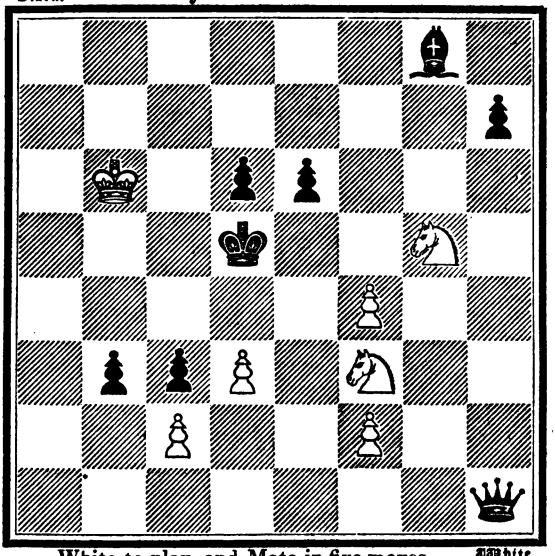
Black. By an Amateur in India.



White plays first, and Mates in five moves. White.

PROBLEM No. 12.

Black. By the same Author.



White to play, and Mate in five moves. White.

THE

Chess Player's Chronicle.

No. 4. NEW SERIES. | SATURDAY, JANUARY 23, 1847. | PRICE THREE PENCE.

GAMES PLAYED BY MR. SZEN OF PESTH, WITH THE MEMBERS OF THE BERLIN CLUB.

From the Berlin Schachzeitung.

During the Spring of 1839, the celebrated Chess player Mr. Szen, the chief of the triumvirate of players at Pesth, who lately fought so brilliantly against Paris, remained on his return from France for some days in Berlin, and occupied every hour of leisure in combating the strongest members of the Club. The games played by him with Bledow, V. H. Der Laza, Mayet, and Bilguer, were all preserved. The only game played with the last-mentioned, was won by Mr. B. Mr. Mayet was also fortunate enough to win two and draw one of the three he played. Mr. V. H. der Laza, who had not at that time arrived at his present strength, lost the two first games and won the third. In mentioning these results, it is proper to remark, that the eagerness of our players to combat Mr. Szen was such as to tax his time and powers to a degree that must greatly have fatigued him. As a proof we need only state, that the three games against Mr. V. H. der Laza, and the three against Mr. Mayet were all played in one day, April 17th, 1839. It was much to be regretted that Mr. Szen could not prolong his stay, and has not yet been enabled to fulfil his promise of visiting Berlin again.

In the mean time, however, there appears no impropriety in publishing these games, though, as before observed, they certainly bear signs of being played a little too hastily. The two first games now given, were played with Mr. Bledow, and the third (on the same day) with Mr. Bilguer. They all begin in the same way, to the fourth move of the first player, but vary from each other in the fourth move of the second player; thus presenting different examples of the "Giuoco Piano," an opening considered to be the most regular of any, and which from its solidity has been always particularly esteemed and practised by Mr. Szen.

White. (M Bledow.)	*Black.* (M. Szen.)	*White.* (M. Bledow.)	*Black.* (M. Szen)
1. K. P. 2	K. P. 2	15. K. Kt to Q. 4th (*a*)	Castles
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. K. B. P. 2	K. R. to Q. sq.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	17. Q. Kt. to K. 4th	Q. B. P. 2
4. Q. B. P. 1	Q. to K. 2d	18. B takes KBP ch (*b*)	Q. takes B.
5. Q. P. 2	B. to Q. Kt. 3d	19. Q Kt takes Q B P	Q. to her B. 5th
6. Castles	Q. P. 1	20. Q. Kt. to his 3d	Q. B. to K. 3d
7. K. R. P. 1	K. R. P. 1	21. K. B. P. 1 (*c*)	Q. takes Q. Kt.
8. Q. R. P. 2	Q. R P. 2	22. Q. takes Q.	B. takes Q.
9. Q. B. to K. 3d	K. P. takes P.	23. Kt. takes B.	Q. Kt. P. 1
10. Q. B. takes P.	B. takes B.	24. Q. R. to Q. sq.	Kt. to Q. 6th
11. P. takes B.	K. Kt. to B. 3d	25. K. P. 1	Kt. takes Q. Kt. P.
12. K. P. 1	P. takes P.	26. Q. R. to Q. 2d	R. takes R.
13. P. takes P.	K. Kt. to R. 2d	27. Kt. takes R.	K. Kt. to B. 3d
14. Q. Kt. to B. 3d	Q. Kt. to his 5th		

White surrenders.

Notes.

(*a*) Q. Kt. to Q. fifth, would be somewhat stronger.

(*b*) If instead of this move he had played Q. Kt. to Q. sixth, he would have had a good game.

(*c*) We should have preferred playing R. to K. B. third. The K. B. P. is advanced prematurely.

Between the same players.

Black. (Mr. Szen)	*White.* (Mr. Bledow)	*Black.* (Mr. Szen.)	*White.* (Mr. Bledow.)
1. K. P. 2	K. P. 2	35. Q. to her 3d	K. R. to K. B. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	36. Q. to her 4th	Q. to K. 2d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	37. R. takes R., ch(*c*)	R. takes R.
4. Q. B. P. 1	Q. P. 1	38. R. to K. Kt. 6th	Q. to K. sq.
5. Q. P. 2	P. takes P.	39. R. to Q. 6th	R. to B. 4th
6. P. takes P.	B. to Q. Kt. 3d	40. K. P. 1	R. to B. 3d
7. K. R. P. 1	K. R. P. 1	41. Q. to K. 5th	K. to Kt. sq.
8. Q. Kt. to B. 3d	K. Kt. to B. 3d	42. Q. R. P. 2	K. to B. sq.
9. B. to Q. Kt. 3d	Q. R. P. 1	43. R. to Q. 7th	K. to Kt. sq.
10. Castles	Q. Kt. to K. 2d	44. Q. to her B. 7th	Q. takes P.
11. K. Kt. to R. 2d	Q. P. 1 (*a*)	45. R. tks K. Kt. P., ch	K. to B. sq.
12. K. P. 1	K. Kt. to K. 5th	46. R. to K. R. 7th	Q. to K. 6th, ch.
13. K. R. to K. sq.	Kt. takes Q. Kt.	47. K. to R. 2d	Q. to K. B. 5th, ch
14. P. takes Kt.	Q. B. P. 2	48. Q. takes Q.	R. takes Q.
15. B. to Q. R. 4th, ch	Q. Kt. to B. 3d	49. R. takes R. P.	R. to Q. B. 5th
16. Q. B. to Q. R. 3d	Castles	50. R. to B. 6th, ch.	K. to Kt. 2d
17. K. B. takes Kt.	P. takes B.	51. R. to B. 3d	R. takes Q. R. P.
18. Q. R. to Q. Kt. sq	B. to Q. R. 2d	52. R. to K. B. sq. (*d*)	R. to Q. B. 5th
19. Q. to her R. 4th	Q. to her B. 2d	53. R. to Q. R. sq.	R. takes P.
20. P. takes P.	Q. B. to K. B. 4th	54. K. to Kt. sq.	Q. P. 1
21. Q. R. to Q. sq.	K. R. to K. sq.	55. R. takes R. P.	Q. B. P. 1
22. K. Kt. to B. 3d	Q. R. P. 1	56. K. to B. 2d	Q. B. P. 1
23. Kt. to Q. 4th	Q. B. to Q. 2d	57. K. to his sq.	R. to Q. B. 7th
24. K. B. P. 2	Q. to her B. sq.	58. R. to Q. 5th	Q. P. 1
25. Q. to B. 2d	K. B. to Q. Kt. sq	59. R. to Q. 4th	K. to B. 3d
26. K. R. to K. 2d	Q. to her sq.	60. K. Kt. P. 2	K. to his 4th
27. Kt. to K. B. 5th	B. takes Kt.	61. R. to Q. 8th	R. to K. R. 7th
28. Q. takes B.	Q. to K. R. 5th	62. K. Kt. P. 1	K. to his 5th
29. K. R. to K. B. 2d	B. takes K. P.	63. R. to K. 8th, ch.	K. to Q. 5th
30. P. takes B.	Q. to her R. 5th	64. R. to Q. 8th, ch.	K. to B. 6th
31. Q. R. to Q. 4th	Q. takes B.	65. K. Kt. P. 1	Q. P. 1, ch
32. Q. tks K. B. P., ch	K. to R. sq.	66. K. to his B. sq.	R. takes R. P.
33. Q. R. to K. Kt. 4th	K. R. to K. Kt. sq.	67. P. 1	R. to K. Kt. 6th
34. Q. to K. Kt. 6th (*b*)	Q. tks Pather B. 4th		

And Black surrenders.

Notes.

(*a*) This move is not advantageous for White.

(*b*) By this play, Black loses an all-important Pawn.

(*c*) From this point, the game is particularly interesting.

(*d*) It might have been better to play at once K. Kt. P. two. The White Pawn gains an important start.

Between Mr. Szen, and Mr. Bilguer.

Black. (Mr. Szen.)	*White.* (Mr. Bilguer.)	*Black.* Mr. Szen.	*White.* Mr. Bilguer.
1. K. P. 2	K. P. 2	32. R. to K. Kt. sq.	K. R. to K. 3d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	33. R. to K. Kt. 5th (*b*	Q. to K. B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	34. Q. to K. R. 5th	Q. to K. B. 7th (ch
4. Q. B. P. 1	K. B. to Q. Kt. 3d (*a*	35. K. to Q. Kt. sq.	Q. R to K. B. sq
5. Q. P. 1	Q. P. 1	36. Kt. to Kt. 6th (ch	K. R. takes Kt.
6. K. R. P. 1	K. R. P. 1	37. Q. takes R.	Q. to K. B. 2d
7. Q. R. P. 2	K. Kt. to B. 3d	38. Q takes Q (*c*)	R. takes Q.
8. Q. to K. 2d	Castles	39. R. takes Q. R. P.	K. takes P.
9. K. Kt. P. 2	K. Kt. to R. 2d	40. R. to Q. R. 7th	Q. Kt. P. 1
10. Q. Kt. to R. 3d	Q. B. to K. 3d.	41. Q. R. P. 1	P. takes P.
11. Q. B. to Q. 2d.	Q. R. P. 2	42. R. takes R. P.	K. to R. 3d
12. Q. B. to K. 3d	K. B. takes B.	43. K. to R. 2d (*d*)	K. Kt. P. 2
13. K. B. P. takes B.	Q. B. takes B.	44. K. to Kt. 3d	K. Kt. P. 1
14. Q. Kt. takes B.	K. R. to K. sq	45. K. to B. 4th	K. Kt. P. 1
15. K. R. P. 1.	Q. P. 1	46. R. to Q. R. sq	K. to Kt. 4th
16. P. takes P.	Q. takes Q. P	47. Q. Kt. P. 2	K. to Kt. 5th
17. K. P. 1	Q. to her sq	48. Q. P. 1	K. Kt. P. 1
18. Q. Kt. to K. 3d	K. Kt. to K. B. sq	49. R. to K. Kt. sq.	K. to Kt. 6th
19. K. R. to Kt. sq	K. Kt. to K. 3d	50. Q. P. 1	R. to K. B. 8th
20. Q. Kt. to K. Kt. 2d	K. Kt. to Q. B. 4th	51. R. takes P. (ch)	K. takes R.
21. K. to Q. 2d.	Kt. to Q. Kt. 6th (ch	52. K. to B. 5th	R. to K. B. 3d.
22. K. to Q. B. 2d	Kt. takes R. (ch	53. Q. B. P. 1	K. to B. 6th
23. R. takes Kt.	Q. to her 2d.	54. K. to Q. 4th	R. to Q. Kt. 3d
24. Kt. to K. 3d	K. B. P. 1	55. Q. Kt. P. 1	K. to B. 5th
25. K. Kt. P. 1	B. P. takes P.	56. K. to Q. B. 5th	K. to his 4th
26. P. takes P.	K. R. to K. 3d	57. K. to Kt. 4th	K. to Q. 5th
27. Kt. to K. B. 5th	Kt. to K. 2d.	58. Q. B. P. one (*e*)	R. to Q. Kt. sq.
28. P. takes P.	Kt. takes Kt.	59. Q. P. 1	P. takes P.
29. P. to K. R. 7th (ch	K. to R. sq.	60. Q. B. P. 1.	R. to Q. R. sq.
30. P. takes Kt.	R. to K. B. 3d	61. K. to R. 5th	K. to Q. B. 4th
31. Kt. takes K. P.	Q. takes K. B. P.	62. K. to R. 6th	R. takes P. (ch

And Black resigns.

Notes.

(*a*) In these three games we have three different defences to the "Giuoco Piano," which opening is directed to the obtaining command of the centre of the board. Bledow played Q. P. one, which at that time was pretty generally considered the best reply to Q. B. P. one. Szen in the previous game endeavoured to prevent the adversary from forming a "centrum," by playing Q. to K. second, and properly retreated the Bishop, when White pushed his Q. Pawn two squares, instead of taking the Pawn with K.'s Pawn. Bilguer, in the present game, retreats his Bishop even before the Q. P. is advanced; it is strange, that the best and most simple defence, K. Kt. to B. 3d., should not have been chosen by one of them.

(*b*) This and the next move of Black are very powerful.

(*c*) Black has now a Pawn a-head, and therefore seeks to exchange the pieces; but White has a passed Pawn, the importance of which will be seen in the following end of the game, which is played with remarkable energy by Von Bilguer.

(*d*) We think that after playing Q. Kt. P. two, Black should have brought his King to prevent the advance of the K. Kt. P.

(*e*) Black leaves nothing untried to render his Pawns available, but the White King is too near, and the game is lost.

Game played between Messrs. TUCKETT and HARRWITZ.

White (Mr T.)	*Black* (Mr. H.)	*White.* (Mr. T.)	*Black.* (Mr. H.)
1. K. P. 2	Q. P. 2	22. Q.R. to Q.B. 3d	B. to his 3d
2. K. P. 1 (*a*)	Q. B. P. 2	23. K. R. P. 1	Q. to K. R. 5th, ch.
3. Q. P. 2	Q. Kt. to B. 3d	24. K. Kt. P. 1	Q. to K. R. 3d
4. Q. B. to K. 3d	Q. to Q. Kt. 3d	25. Q. takes Q.	Kt. takes Q.
5. Q. Kt. P. 1	K. P. 1	26. Castles	Kt. to B. 4th
6. Q. R. P. 2	P. takes P.	27. K.R. to K.B.4th	K. Kt. P. 2
7. Q. R. P. 1	K. B. checks	28. R. to K. B. 2d	Q. R. to Q. sq
8. Q. B. P. 1	B. takes R. P.	29. K. to R. 2d	R. to Q. 2d
9. R. takes B.	P. takes B.	30. B. to Q. 3d	Kt. to Kt. 2d
10. R. to R. 2d	Q. Kt. takes P.	31. R. to K. B. 6th	K. R. to Q. sq
11. P. takes P.	Q. takes P., ch	32. B. to Q. B. 2d	R. to Q. 8th (*b*)
12. B. to K. 2.d	Q.Kt. to K.Kt. 5th	33. K. Kt. P. 1	R. to K. R. 8th, ch.
13. K. Kt. to R. 3d	K. Kt. to B. 3d	34. K. to Kt. 3d	K. R. P. 2
14. Q. R. to Q 2d	Castles	35. Q. R. to Q. 3d	K. R. P. 1, ch
15. R. to Q. 3d	Q. to K. 4th	36. K. to B. 2d	R. takes R.
16. Q. to Q. B. sq	Q. B. to Q. 2d	37. B. takes R.	R. takes R. P.
17. K.Kt.toK.B.4th	Q. B. to Q. Kt. 4th	38. K. to his 2d	Kt. to K. B. 4th(*c*)
18. Q. R. toK. B. 3d	K. Kt. to R. 4th	39. B. takes Kt.	K. to Kt. 2d
19. Q. B. P. 1	P. takes P.	40. R. takes K. P.	P. takes R.
20. Kt. takes Kt	Q. takes Kt.	41. B. takes P.	K. to B. 3d
21. P. takes P.	Q. R. to Q. B. sq	42. B. to his 5th	K. to his 4th

And White resigns.

Note.

(*a*) P. takes P. is a much better move.

(*b*) This is very well played. If White take the R., he must lose two pieces in return or be Mated.

(*c*) Here also M. Harrwitz plays with his characteristic ingenuity. Whether White takes the Kt. with P. or B., he must lose the R.

SOLUTIONS TO THE DIAGRAM PROBLEMS IN OUR LAST.

No. 9.

White.	*Black.*
1. R. at R.'s 3d tks. B., ch.	Kt. takes R.
2. B. to Q. 7th, ch.	Kt. to K. B.'s 4th
3. Q. to Q. sq., ch.	R. interposes
4. Q. takes R., ch.	Q. interposes
5. K. to Q. B.'s 4th	Q. takes Q.

Mate.

No. 10.

White.	*Black.*
1. Q. P. 2	P.toK.Kt7th(best
2. K. takes Kt.	Q. P. 1 (best)
3. B. takes K. Kt. P.	P. becomes a Q.
4. K. P. 1	

Mate.

No. 11.

White.	*Black.*
1. K. Kt. P. 2, ch.	K. is moved
2. R. to K. 6th, ch.	R. takes R.
3. Kt. to Q. 5th, ch.	K. is moved
4. R. to K. 4th, ch.	B. takes R.
5. Q. P. 1	

Mate.

No. 12.

White.	*Black.*
1. Kt. to K. 4th	K. P. 1 (best)
2. K. B. P. 1	Q. takes Kt.
3. Kt.taks.Q.B.P.,ch.	K. is moved
4. Kt.toQ.Kt.5th,ch	K. is moved
5. Q. B. P. 2	

Mate.

CALVI'S ELEMENTARY LESSONS.

(*Continued from No.* 3, *p.* 22.)

If Black, instead of playing King's Knight's Pawn one square, had moved his King to Queen's square, you should drive away his Knight by playing K. B. P. one square, and then bring your Queen's Bishop to K. Knight's fifth, or Queen to King's Rook's fourth, according to the square the adversary's Knight plays to.

Knight's Pawn one is the best move Black can make.

10. Q. to K. R. 6th.	Kt. to Q.'s 3d.

You move the Queen to this square to hinder the adversary's Knight from playing to his fourth square.

Black plays the Knight to Queen's third with the intention of attacking your Queen at King's second. Had he played his Queen to K. Bishop's square, you should push on the K. B. P. one square, with the intention of winning the Knight.

11. Q. B. to K. Kt. 5th	Kt. to K. B. 2nd.

Your move forces Black either to play his Queen to K. Bishop, or to attack yours with his Knight. In the first case, you take the Knight.

12. B. takes Q.	Kt. takes Q.
13. Q. B. takes B.	

You win a piece, and have an excellent game.

Second Variation from the same Position

(See last Diagram :—Black's fifth move).

	5. Q. P. 2. sq.

This is the best reply Black can make.

6. K. P. takes Kt.	Q. P. takes B.

Several authors of deserved reputation, both ancient and modern, are of opinion that White can withdraw the King's Bishop to Knight's third, and preserve a good position. Among other authors that approve of this move, may be noticed Allgaier in his treatise printed in 1811; Lewis in his Second Series of Lessons, p. 48; and Walker in his third edition of his Treatise on Chess, p. 86. I do not agree in this opinion, for, according to my notion, this move gives up the attack to Black, which would give him a good game. Thus, supposing the best moves to be played on both sides, the game might be continued thus—

White.	*Black.*
6. K. B. to Kt. 3d	K. Kt. to K. 5th
7. Q. B. P. takes P	Q. to K. R. 5th
8. K. Kt. P. one	K. Kt. takes K. Kt P
9. K. B. P. takes Kt	Q. to K. 5th (ch
10. K. to B.	Q. takes R.
11. P. takes B.	Q. B. to K. R 6th (ch
12. K. to B. 2d	Q. takes R. P. (ch
13. K. to K. 3d	Q. takes Kt. P. (ch
14. Kt. to B. 3d.	

In this position Black has decidedly the advantage: White might have defended K. B. P., by bringing Queen to K. B. 3d; but Black would still have gained by playing in the following manner:—

8. Q. to K. B 3d	K. B. takes P.
9. K. B. takes P.	Q. tks. K. B. P. ch.
10. K. to Q. sq.	K. B. tks. Q. Kt. P.
11. Q. B. takes B.	Q. takes B.

White has another defence by playing his Q. B. to King's third. Black however preserves a good position by checking with his Bishop, thus

8. Q. B. to K. 3d	K. B. to Q Kt 5th (ch
9. K. to B. sq.	Q. B. P 1
10. K. Kt. to B. 3d	Q. to K. 2d

Here Black's game is preferable. He can castle, then play K. B. P. one or two squares, according to your play, and place his Rooks in communication before you.

If at the tenth move you attack the adverse Q. with your K. Kt.'s Pawn instead of playing the Knight, Black could check your King with the Bishop at K. R. 6th, and his position would be better than yours.

But we must return to the 7th move of this second variation.

White.	*Black.*
7. P. takes K.Kt.P.	R. to Kt. sq.

You do well to take this Pawn. Had you played the Queen to K. R. 5th, Black might have castled, leaving you at liberty to take the K. B. with your Queen, intending to check you with Rook, and take Queen's Bishop Pawn, threatening mate.

Black plays Rook to Kt. square, being the only square he has to move to.

8. Q. to K. R. 5th	Q. to her 3d

Your Queen threatens to win K. R. P. or K. B.

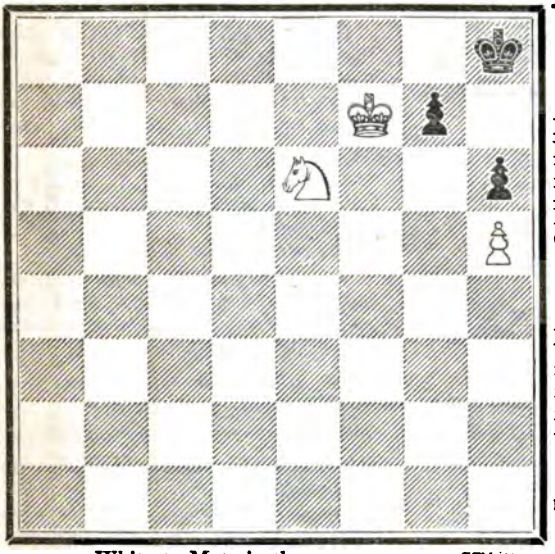
Black could defend his Bishop by giving you check with his Queen at King's second, and then take the doubled Pawn with his Rook. But you would have a better game by playing your King to Queen's square, and then bringing out your Knight to Bishop's third, to enable you to play the Rook to King's square.

9. Q. takes K. R. P.	

In this situation the game may be considered equal, although Black's position is preferable. I am of opinion that the only mode of keeping the move, is by playing your Bishop to Q. Kt. sixth, giving check at the sixth move. Black covers with Bishop which you will take, in order to bring out the Knight, which will leave the doubled Pawn at your disposal.

Black.

PROBLEM No. 3.



White to Mate in three moves.

White.

PROBLEM No. 4.

White.

K. on K. R.
R. on adverse K. B.
K. B. on Q. Kt. 3d
K. R. P. on R. 5th
K. Kt. P. on his sq.
Q. R. P. on his sq.

Black.

K. on K. R. 2d
R. on K. 4th
K. B. on Q. Kt. 3d
K. R. P. on R. 3d
K. Kt. P. on his sq.
Q. R. P. on his sq.

White to Mate in three moves.

SOLUTIONS TO PROBLEMS NOS. 1 & 2.

No. 1.

White.	*Black.*
1. Q. to Q. B. 5th	K. to Q. sq.
2. K. to his 6th	K. to his sq.
3. Q. to K. 7th	

Mate.

No. 2.

White.	*Black.*
1. R. to Q. sq.	K. to B. sq.
2. R. to K. Kt. sq.	K. to his sq.
3. R. to K. Kt. 8th	

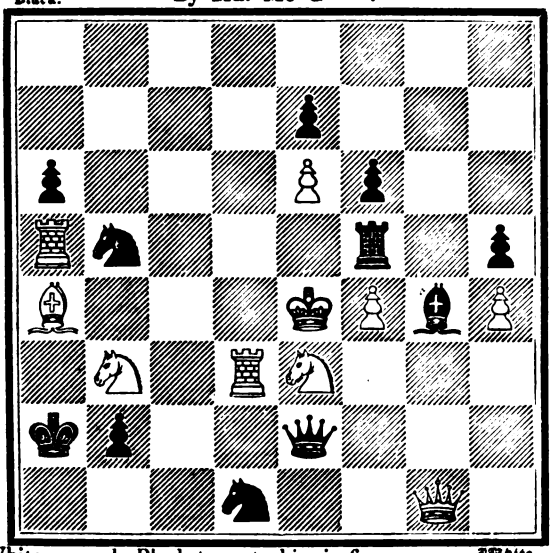
Mate.

End of Second Lesson.

CALVI.

PROBLEM No. 13.

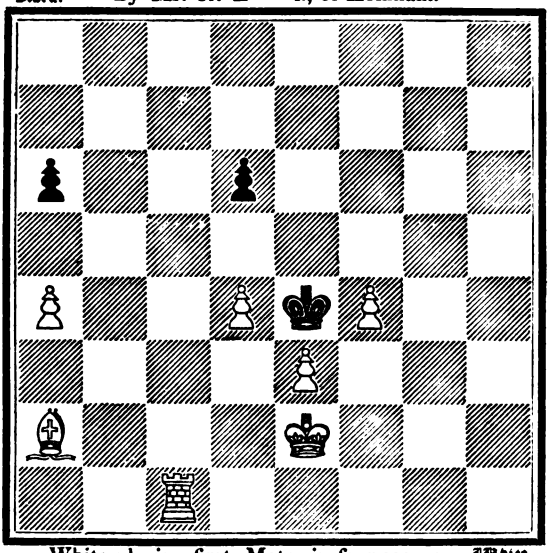
Black. By Mr. Mc G——.



White compels Black to mate him in five moves. White.

PROBLEM No. 14.

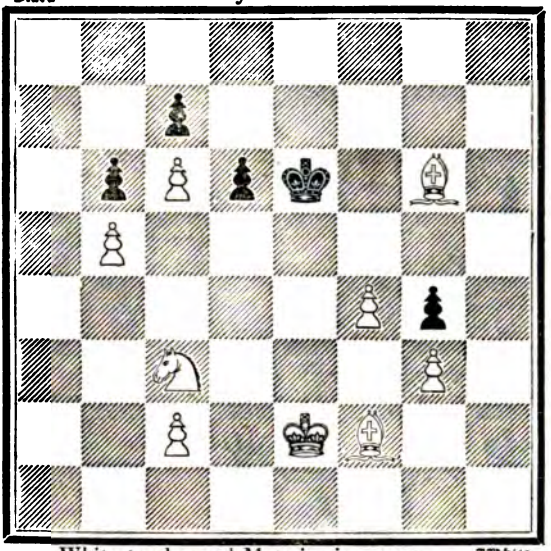
Black. By Mr. A. L——n, of Holkham.



White playing first, Mates in four moves. White.

PROBLEM No. 15.
By W. H. C.

Black.



White to play and Mate in six moves. White.

PROBLEM No. 16.
By an Indian Player.

Black.

White to play, and Mate in four moves. White.

THE

Chess Player's Chronicle.

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CHESS PLAYING WITHOUT SIGHT OF THE CHESS BOARD.

ANOTHER instance of the remarkable aptitude for "Blindfold" Chess possessed by Mr. Harrwitz has been exhibited lately at the London Chess Club, where he contested a game in this way for five hours, not against an ordinary practitioner, but in opposition to the combined skill of two of the ablest analysts of the day. His competitors on this occasion were Messrs. Horwitz and Perigal, who, in consideration of his playing without the assistance of the chess board, gave the odds of the Q.'s Rook. The following are the moves in this extraordinary *partie*.

Mr. HARRWITZ plays *without board* or *men* against Messrs. HORWITZ and PERIGAL in consultation, the latter giving him the odds of the Q.'s Rook, which, before commencing the game, the student must remove from the board.

White. (Messrs. P. & H.)	*Black.* (Mr. H., *blindfold.*)
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. Kt. to B. 3d
3. K. Kt. to B. 3d	Q. Kt. to B. 3d (*a*)
4. K. Kt. to K. Kt. 5th	Q. P. 2
5. P. takes P.	Q. Kt. to Q. R. 4th (*b*
6. K. B. to Q. Kt. 5, ch	Q. B. to Q. 2d
7. Q. to K. 2d	K. B. to Q. 3d
8. B. takes B., ch.	Q. takes B.
9. Q. B. P. 2	Q. Kt. P. 1
10. Q. Kt. to B. 3d	Castles (K. R.)
11. Castles	Q. Kt. to Q. Kt. 2d
12. Q. P. 1	Q. R. to K. sq.
13. K. to R. sq.	K. R. P. 1
14. K. Kt. to K. R. 3d	Q. to K. Kt. 5th
15. K. B. P. 1	Q. to K. R. 4th
16. Q. Kt. to Q. Kt. 5th	K. P. 1 (*c*)
17. Q. to Q. sq.	P. takes K. B. P.
18. R. takes P.	R. to K. 2d
19. Q. B. to Q. 2d	K. Kt. to his 5th, (*d*)
20. Q. Kt. takes B.	Kt. takes Kt.
21. Q. to K. Kt. sq.	K. R. to K., sq.
22. Kt. to K. B. 4th	Q. to K. R. 5th
23. K. Kt. P. 1	Q. to K. B. 3d
24. B. to Q. B. 3d	Q. to K. B. 4th
25. K. R. P. 1	K. Kt. to K. 4th
26. Q. to Q. 4th	K. B. P. 1 (*e*)
27. R. to K. B. 2d	K. R. P. 1 (*f*)
28. K. to Kt. 2d	Q. Kt. to K. B. 2d
29. Q. Kt. P. 2	Q. Kt. to K. Kt. 4th
30. Q. B. P. 1	K. Kt. to K. B. 6th (*g*)
31. Q. to Q. B. 4th	Kt. to K. 8th, ch.
32. B. takes Kt.	R. takes B.
33. P. to Q. 6th (dis. ch	K. to R. 2d
34. K. R. P. 1	Kt. to K. 3d
35. Kt. to Q. 5th	Q. to K. Kt. 5th
36. Q. takes Q.	P. takes Q.
37. P. to Q. 7th	R. to Q. sq.
38. P. to Q. B. 6th	R. to K. 4th
39. Kt. to Q. B. 3d	Kt. to Q. 5th
40. Q. Kt. P. 1	Kt. takes P.
41. Kt. takes Kt.	R. takes Kt.
42. P. to Q. 4th	K. to K. Kt. 3d.
43. R. to K. 2d	K. to B. 2d
44. K. to B. 2d	R. to K. B. 4th, ch.
45. K. to K. 3d	R. to Q. 4th
46. K. to Q. 3d	R. to Q. 3d
47. R. to Q. B. 2d	R. to K. B. sq.
48. K. to K. 4th	K. to K. 3d
49. R. to K. 2d.	K. B. P. 1, ch.
50. K. to Q. 3d (dis. ch.	K. to B. 2d
51. R. to Q. B. 2d	K. to his 2d (*h*)
52. Q. R. P. 2	K. R. to K. B. 3d
53. R. to K. 2d, ch.	Q. R. to K. 3d
54. R. takes R., ch.	R. takes R.
55. P. to Q. 5th	R. to Q. 3d
56. K. to Q. 4th	K. Kt. P. 1

White. (Messrs. P. & H.)	*Black.* (Mr. H., *blindfold*)	*White.* (Messrs. P. & H.)	*Black.* (Mr. H., *blindfold*)
57. K. to K. 5th	Q. R. P. 1	66. K. R. P. 1	P. takes P.
58. K. to Q. 4th	Q. Kt. P. 1	67. K. takes P.	Q. takes Q. B. P.
59. P. takes P.	P. takes P.	68. K. to Kt. 5th	Q. takes Q. P.
60. K. to K. 5th	Q. Kt. P. 1	69. K. to Kt. 6th	Q. to K. 3d, ch.
61. K. to Q. 4th	R. takes P., ch. (*i*)	70. K. to Kt. 5th	K. to B. 2d
62. K. takes R.	Q. Kt. P. 1	71. K. to B. 4th	K. to Kt. 2d
63. K. to K. 5th	Q. Kt. P. 1	72. K. to Kt. 5th	Q. to K. 5th
64. K. to B. 4th	P. Queens	73. K. to R. 5th	K. to B. 3d
65. K. to Kt. 5th	Q. to K. 5th	74. K. moves	Q. to K. R. 8th

Mate.

Notes.

(*a*) With such an advantage as a Rook given, the second player may safely adopt this defence,—although in even games it is not to be recommended.

(*b*) Cozio, we believe, is the first author who introduces this move in the "Two Knights' Game."

(*c*) Beautifully played.

(*d*) Threatening to check at K. B. seventh, and thus win the Q. or give checkmate next move.

(*e*) The youngest player ought to see why he dared not take the R.

(*f*) This portion of the game is extremely difficult for both parties, and is capitally played by the unseeing one. How nice the perception which, after so many changes of position as the game has assumed, could detect the menaced danger to the Q. from the advance of the Kt. P.!

(*g*) Cleverly contrived; foreseeing, if the R. takes, the certain gain of "the exchange."

(*h*) All this is admirably manœuvred on both sides.

(*i*) It is not often, over the Chess board even, that anything finer or truer is seen than the play of Black throughout this game. When one looks at the precision of these latter moves, and remembers under what circumstances they were played, the whole thing becomes a marvel, as curious as it is inexplicable.

SOLUTIONS TO THE DIAGRAM PROBLEMS IN OUR LAST.

No. 13.

White.	*Black.*
1. B. tks. Kt., dis.ch	K. to Kt. 8th
2. R. takes Kt., ch	Q. takes R.
3. Q. takes Q., ch	B. takes Q.
4. B. to Q. 3d., ch	B. interposes
5. K. takes R.	B. must take B., giving Mate.

No. 14.

White.	*Black.*
1. B. to Q. Kt. sq., ch	K. to Q. 4th
2. P. to K. B. 5th	Q. R. P. 1
3. R to Q. B. 2d	K. to his 5th
4. R. to B. 5th, dis. ch.	

Mate.

No. 15.

White.	*Black.*
1. Kt. to Q. 5th	K. takes Kt.
2. B. to K. B. 7th, ch.	K. to his 5th
3. B. to K. 6th	Q. P. 1
4. B. to K. Kt. sq.	P. 1
5. B. to K. B. 2d	P. 1, ch.
6. P. takes P.	

Mate.

No. 16.

White.	*Black.*
1. K. to Q. R. 6th	K. to Kt. sq.
2. B. to K. Kt. 3d, ch.	K. to R. sq.
3. Kt. to Q. B. 8th	P. becomes a Q.
4. Kt. to Kt. 6th	

Mate.

QUEEN'S PAWN AGAINST KING'S PAWN.

The Centre Gambit.

In a late Number of the Berlin Schachzeitung, we have the analysis of this opening, which was promised in the notes to the three games which appeared in pp. 383—389 of our last volume. It commences with the remark, that the move in question, although irregular and not commended by writers on the game, does not necessarily involve the loss of the game.

"The first question is, according to which plan is White (the player of the white pieces being supposed to move first) to continue the game? Is it more advantageous to pass the Pawn, playing K. P. to his fifth, to confine the adversary? or is it better to take the Pawn, and induce the Queen to come prematurely into play? The first mode, it is pretty well known, reduces the opening to a position of the K. P. one game, far from unfavourable to the second player, and therefore not advisable, *e. g.*

K. P. two	Q. P. two
K. P. one	K. P. one
Q. P. two, or K. B. P. two	

And the position is the same as if—

K. P. two	K. P. one
Q. P. two, or K. B. P. two	Q. P. two
K. P. one	

had been played.

"The second way, that is, to take the Pawn, is certainly preferable. In this case Black may immediately retake the Pawn with his Queen, or play K. Kt. to B. third, with the intention of taking the Pawn afterwards. In both instances the first player will find it easy to gain time by attacking the piece which takes it, and also a somewhat better development of his game.

"The first variation, where the Q. takes the P., will exemplify this best:—

1. K. P. two	Q. P. two
2. P. takes P.	Q. takes P.
3. Q. Kt. to B. third	Q. to her square

(The Queen dare not go to her B.'s third, and would derive no advantage from checking at K.'s fourth, as White would answer with B. to K. second, and upon Black playing next Q. B. to K. Kt. fifth, would advance his Q. P. two squares, having gained some moves.)

4. Q. P. two

"It is easy to see now that White has a move in advance: the opening on Black's side is therefore defective, though not at all dangerous. In this position his best moves to follow are perhaps K. Kt. to B. third, or Q. B. to K. B. fourth, and then K. P. one. (If he attempt to regain the move by playing Q. B. P. two, he would get into difficulties through K. B. to Q. Kt. fifth, and then Q. P. taking P.)

"The defence of K. Kt. to B. third, is rich in pretty variations, especially if White endeavours to preserve his Pawn. First of all, we may observe that the move is not stronger than taking the Pawn at once with the Q., for White will obtain the advantage of position by merely playing Q. P. two, without attempting the defence of his Pawn. Unless he then take Pawn with Queen, Black has nothing better than Kt. takes P.; upon which White throws forward his Q. B. P. two. Black's position is then confined, but still defensible. White might also, as his third move, play K. Kt. to B. third.

"The other method of play, which consists in the attempts of White to defend the Pawn, gives rise to many variations.

"The most obvious is Q. B. P. two; the next, K. B. to Q. Kt. fifth, checking. By the first, White has an inferior position, though he retains the Pawn.

1. K. P. two	Q. P. two
2. P. takes P.	K. Kt. to B. third

3. Q. B. P. two — Q. B. P. one
4. Q. P. takes P. — Q. Kt. takes P.
5. K. Kt. to B. third — K. P. two

White's Q.'s P. remains in a very unfavourable situation, impeding the development of his pieces, particularly the K. Bishop, so much, that we cannot recommend this way of playing.

"The other move leads to two variations—

3. K. B. to Q. Kt. 5th ch. — Q. B. to Q. 2nd (Q. B. P. 1 is useless)
4. B. takes B., check — Q. takes B.
5. Q. B. P. two — Q. B. P. one
6. Q. P. takes P. — Q. Kt. takes P.
7. K. Kt. to B. third — Castles

"Black would not play well in taking the B. with Q. Kt. instead of Q. at the fourth move, because the Kt. is much better posted at Q. B. third afterwards when the Pawns are exchanged.

"The position after the seventh move is not quite so unfavourable for White as in the previous variation—but still the Q. P. is not well placed. Castling on Q.'s side, we do not therefore consider dangerous for Black, and believe the opening to be even.

"If White, after exchanging the Bishops, resigns the Pawn, he gets a little advantage of situation by playing—

5. K. Kt. to B. 3d — K. Kt. takes P.
6. Castles

(which we should recommend for actual play)

"At last we arrive at the following line of play:—

1. K. P. 2 — Q. P. 2
2. P. takes P. — K. Kt. to B 3d
3. K. B. to Kt. 5th, ch. — B. to Q. 2d
4. K. B. to Q. B. 4th

"White's purpose is now to sustain the Pawn with Q. Kt. to B. third and Q. to K. B. third, avoiding Q. B. P.; to be enabled to take the adversary's Q. B. P. without disadvantage if Black plays it one square. Black aims at preventing the Q. from going to K. B. third, and at rendering the defence of Q.'s Kt. nugatory, and also at endeavouring to oblige his opponent to push Q. B. P. two. For this reason he plays at once Q. Kt. P. two, with the intention to advance it still farther at the favourable moment. White of course retreats the B. to Q. Kt.'s 3d. Black is then ready with Q. R. P., the consequences of which shall be shewn hereafter. At present we will pursue the variations arising from Black's playing Q. B. to K. Kt. fifth, which compels White to move K. B. P. one, thus depriving him of his K. B. third square for either the Q. or K. Kt.—since the Pawn at Q.'s fifth would be lost by any other move.—

4. K. B. to Q. B. fourth — Q. Kt. P. two
5. K. B. to Q. Kt. third — Q. B. to K. Kt. fifth
6. K. B. P. one — Q. B. to K. B. fourth

"Black would probably play better in taking his Bishop home again, as it would then have Q. Kt second, and Q. R. third, to play to; and no longer be exposed to attack as it is now.—

7. Q. Kt. to B. third — Q. Kt. P. one, or Q. R. P. (B)
8. Q. Kt. to Q. Kt. fifth — Q. R. P. one

Black must remove this Kt. before taking Q.'s P., on account of White's taking Q. B. P.

9. Q. Kt. to Q. fourth — Q. B. to his square or (A)

The first variations will shew that the defence of the B. by Q. to her second is of no avail.

10. K. B. to Q. R. 4th, ch. — Q. B. to Q. second
11. Q. Kt. to Q. B. sixth — B. takes Kt.

12. P. takes B. Q. to her fourth
13. K. Kt. to K. second K. P. one

(Black could not take the Pawn on account of White's playing K. Kt. to Q. 4th.)

14. Q. P. two Q. Kt. takes P.
15. Q. B. P. two Q. Kt. P. takes P. (in passing)

(If Black takes P. with Q., White wins his Kt. by Q. to Q. Kt. third.)

16. K. Kt. takes P. K. B. to Q. Kt. fifth
17. Q. to her Kt. third K. B. takes Kt. (check)
18. Q. takes B. K. to Q second
19. Q. B. to K. third K. R. to Q. Kt.
20. Q. R. to Q. B. square K. R. to Q. Kt. third
21. Castles

Having a much better position than Black.

(A)

Q to her second
10. Q. B. P. two Q. Kt. P. takes P. (in passing)
11. Q. P. takes P.

"White still threatens K. B. to Q. R. fourth, (but before his last move that would not be good) and he has still a Pawn more and a superior game, if he play—

11. K. B. to Q. R. fourth Q. B. P. one
12. Q. Kt. takes P. P. to Q. B. seventh

and if this Pawn is not taken, Black escapes from all his difficulties.

(B)

Q. R. P. one
8. K. Kt. P. two B. to K. Kt. third

(This seems better than Q. R. P. one, followed by Q. to K. second) (C)

9. Q. R. P. one Q. Kt. to Q. second

(To avoid the attack on the Kt. and open a retreat for his Bishop.)

10. K. R. P. two K. R. P. one
11. K. Kt. to R. third

and White can certainly now defend Q.'s P. sufficiently.

"In this position of the game, there is no disadvantage to White from the advanced situation of his Pawns on the K.'s side, although as a general rule it is not advisable to push forward the Pawns on the flanks in the beginning of the fight.

(C)

(From White's eighth move in the second variation.)

8. Q. R. P. one Q. Kt. to Q. second
9. Q. to K. second Q. Kt. to Q. B. fourth
10. K. B. to Q. R. second Q. B. takes Q. B. P.

"*If White for his tenth move play—*

„ *Q. to K. 5th* *Black plays Kt. takes B.*
„ *Q. B. P. takes Kt.* „ *B. to Q. B. 7th*
„ *P. to Q. Kt. 4th* „ *B. to Q. Kt. 6th*

11. Q. P. two Q. Kt. to Q. sixth (check)
12. K. to B. square Kt. takes B.
13. R. takes Kt. B. to K. B. fourth

(With the object of playing it afterwards to Q. B. square, and then to Q. Kt. 2d.)

The games are equal.

"After Black's sixth move of Q. B. to K. B. fourth, White may get a better position by playing as follows:—

7. Q. to K. second Q. R. P. one

(If Black take the Pawn, White takes Q. Kt. P. with his Q., having the advantage.)

8. Q. B. P. two Q. B. P. one

9. Q. Kt. to B. third — Q. Kt. P. one
10. Q. Kt. to Q. R. fourth

(To play it to Kt. sixth, if Black make the exchanges of P. for P. and Kt. for B., to win the P.)

"The second method of playing is when Black at his sixth move, instead of moving the Bishop to K. B.'s fourth, retreats it home again.

1. K. P. two — Q. P. two
2. P. takes P. — K. Kt. to B. third
3. B. to Q. Kt. fifth, ch. — B. to Q. second
4. B. to Q. B. fourth — Q. Kt. P. two
5. B. to Q. Kt. third — B. to K. Kt. fifth
6. K. B. P. one — B. to his square
7. Q. to K. second

(For the purpose of taking Q. Kt. P. if the Q.'s P. is taken.) Q. Kt. to B. third would be injudicious: Black would reply with Q. Kt. P. one; and if White moved, Q. Kt. to his fifth, with Q. R. P. one, and which must lose the Pawn, since he would be unable to gain a move, as in previous variations, by attacking the Bishop, which before stood at K. B. fourth.

Q. R. P. one, or Q. B. to Q. R. third (E)

8. Q. B. P. two — Q. B. P. one, or Q. R. P. one (D)

(Black could not take the Pawn, because the Q. would retake, threatening an attack on K. B. P.)

9. Q. P. takes P. — Q. Kt. takes P.
10. Q. B. P. takes P. — Q. Kt. to Q. fifth
11. Q. to K. third — Q. R. P. takes P.

(If instead of this move he play Q. B. to K. third, White still replies with K. Kt. to K. second.)

12. K. Kt. to K. second — Kt. takes Kt.
13. K. takes Kt. — Q. B. to Q. R. third
14. K. R. to Q. square — Q. Kt. P. one (dis. check)
15. Q. P. one — K. P. one
16. Q. R. P. one

And White, having gained a Pawn, has the advantage.

(D)

8. — Q. R. P. one
9. Q. B. P. takes P. — Q. R. P. one
10. K. B. to Q. B. fourth — K. Kt. takes P.
11. Q. Kt. to B. third

Black cannot regain the Pawn.

(E)

7. — K. B. to Q. R. third
8. Q. Kt. to B. third — Q. Kt. P. one

(If Black, in place of this move, play Q. to her second, White answers with Q. P. one; and if Black then moves Q. B. to Q. Kt. second, White plays Q. to K. fifth, or Q. B. to K. B. fourth, or better still as in variation (F)

9. K. B. to Q. R. 4th, ch.
10. Q. Kt. to Q. Kt. 5th

With the better position.

(F)

8. Q. Kt. to B. 3d — Q. to Q. second
9. Q. R P. two — Q. Kt. P. one, (not P. takes P., because of B. to Q. B. fourth)
10. Q. Kt. to Q. Kt. fifth — B. takes Kt.
11. Q. takes B. — Q. takes Q.
12. P. takes Q. — Q. Kt. to Q. second
13. Q. B. P. two

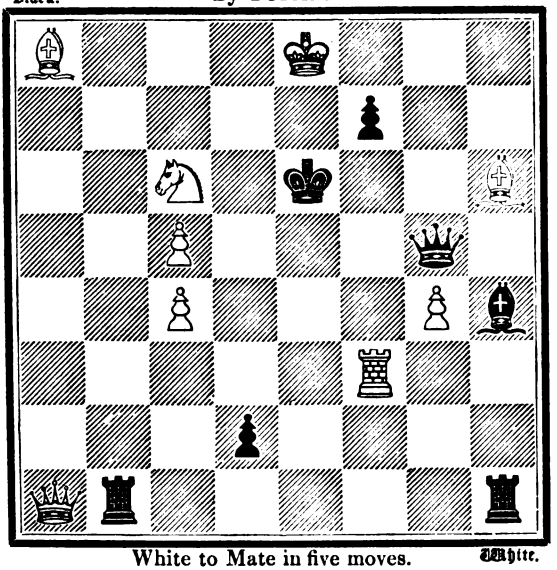
Having a decided advantage.

(To be concluded in our next.)

PROBLEM No. 17.

By Puttino.

Black.

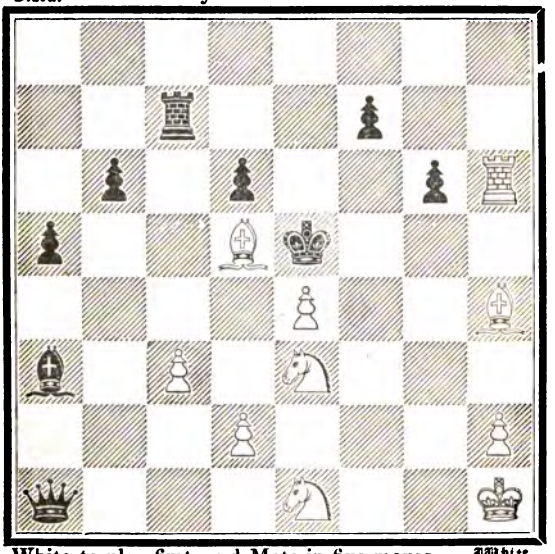


White to Mate in five moves. White.

PROBLEM No. 18.

By Mr. C. Kenny.

Black.



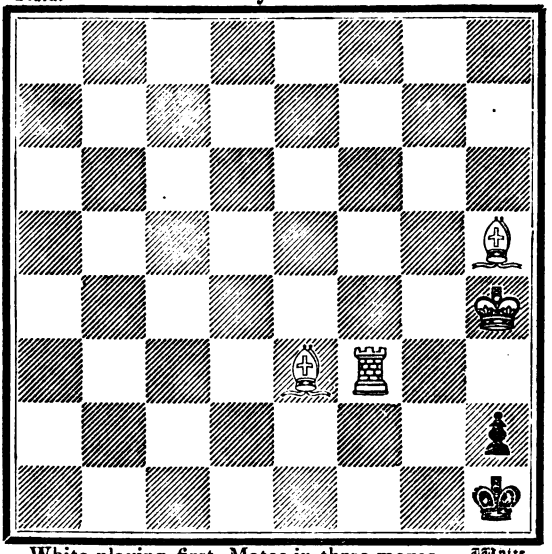
White to play first, and Mate in five moves. White.

PROBLEM No. 19.

By Mr. KLING.

From C. Kenny's Chess Manual.

Black.

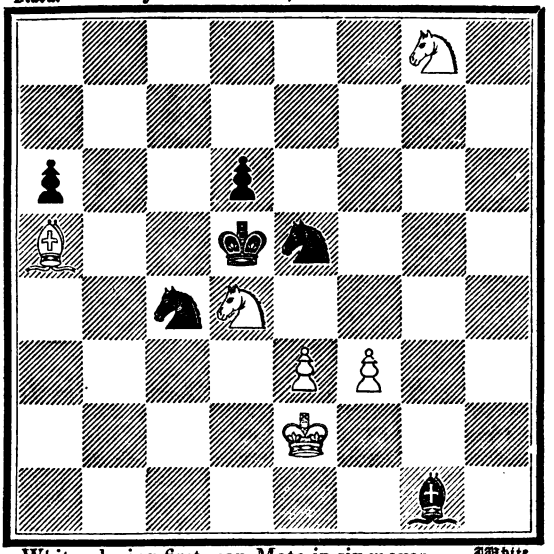


White playing first, Mates in three moves. White.

PROBLEM No. 20.

By Mr. R. A. B., of Leeds.

Black.



White playing first, can Mate in six moves. White.

THE

Chess Player's Chronicle.

No. 6. NEW SERIES. | SATURDAY, FEBRUARY 6, 1847. | PRICE THREE PENCE.

TWO GAMES, HITHERTO UNPUBLISHED,

PLAYED by Mr. SZEN, of Pesth, during his visit to England, in 1837, with Mr. SLOUS, one of the finest players of that period in London.

White. (Mr. SZEN.)	*Black.* (Mr. SLOUS.)	*White.* (Mr. SZEN.)	*Black.* (Mr. SLOUS.)
1. K. P. 2	K. P. 2	27. P. takes P.	Q. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	28. Q. to her 4th	Q. to her B. 3rd
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	29. K. R. to K. Kt. sq (*h*)	K. R. to B. 2d
4. Q. B. P. 1	Q. P. 1 (*a*)	30. Q. takes Q. R. P. (*i*)	K. R. to Q. B 2d
5 Q. P. 2	P. takes P.	31. Q. to her 4th	K. R. to Q. 2d
6. P. takes P.	B. to Q. Kt. 3d	32. Q. to her Kt. 4th	Q. to K. B. 6th
7. Q. Kt. to B. 3d	K. Kt. to B. 3d	33. K. R. to K. sq	Q. R. to Q. sq
8. Q. to her 3d (*b*)	Castles	34. Q. R. to Q. B. sq	K. R. to Q. 7th, ch
9. Castles	B. to K. Kt. 5th (*c*	35. K. to Q. Kt. sq	Q. R. to his sq
10. B. to K. 3d.	B. takes Kt.	36. Q. to her Kt. 3d	Q. to K. 5th, ch.
11. P. takes B.	K. to R. sq	37. R. to Q. B. 2d	Q. R. to Q. sq
12. P. to K. B. 4th	Kt. to K. Kt. 5th	38. K. R. to Q. B. sq	K. R. to K. 7th
13. Kt. to K. 2d	Q. to K. R. 5th (*d*	39. Q. to Kt. 4th	K. R. takes K. P.
14. K. R. to Q. sq	Q. takes R. P. ch (*e*	40. Q. takes Q.	R. takes Q.
15. K. to B. sq	Q. to K. R. 6th, ch	41. Q. R. to Q. Kt. 2d	Q. R. to Q. 2d
16. K. to his sq	B. to Q. R. 4th, ch	42. K. R. to K. B. sq	K. Kt. P. one
17. Kt. to Q. B. 3rd	Kt. to Q. Kt. 5th	43. Q. R. to Q. Kt. 5th	K. R. P. two
18. Q. to K. 2d	Q. P. one	44. K. to Kt. 2d	Q. R. to Q. B. 2d
19. P. takes P. (*f*)	Q. R. to K. sq	45. Q. R. to Q. Kt. 6th	K. to R. 2nd
20. K. to Q. 2nd	Kt. takes B.	46 K. R. to K. B. 2d (*k*)	K. R. to Q. B. 5th
21. P. takes Kt.	Q. to K. B. 4th	47. K. R. to K. Kt. 2d	R. takes Q. B. P.
22. B. to Q. 3d	Kt. takes B.	48. Q. R. takes K. Kt. P.	K. R. to B. 7th (ch
23. Q. takes Kt.	Q. takes Q. P.	49. K. to Kt. 3d	Q. R. to B. 6t (ch
24. R. to K. R. sq (*g*)	K. B. P. two	50. K. to Kt. 4th	R. to Q. B. 5th (ch
25. K. to B. 2d	B. takes Kt.	51. K. to Kt 3d	R. takes R.
26. P. takes B.	Q. B. P. two	52. R. takes R.	R. takes K. B. P.

And Wins.

Notes.

(*a*) The science of Chess Playing, both in theory and practice, has been making giant strides within the last ten years; and in nothing is this shown so much as in the general improvement manifested by all classes of players in the opening of the games. Moves which we find almost invariably adopted by the magnates of chess at the period when the present games were played, are scouted now by every third-rate player as unsound or feeble ones. He should have played his Kt. to K. B.'s 3rd, and thus have equalized the game.

(*b*) K. R. P. one is the proper move at this critical turn of the "giuoco piano."

(*c*) This is the move which must be guarded against in the present opening, or it is sure to involve some awkward contingencies.

(*d*) It is astonishing how, against such an attack, Mr. Szen should have contrived to carry on the game for forty moves more.

(*e*) Perhaps Kt. takes R. P., or Q. to K. R. 6th, to prevent the escape of the King, would have been more expeditious.

(*f*) This opening adds additional facilities for Black to keep up his attack.

(*g*) White has partially released himself from the trammels of his ill managed *début*.

(*h*) Q. R. to K. Kt. sq. seems much preferable. The two Rooks in play together would have been found troublesome ere long, if we mistake not.

(*i*) Surely better to have left this Pawn and have got the dormant Rook into the field.

(*k*) Lost time. Why not at once to K. Kt. sq.?

Between the same players.

White. (Mr. Slous.)	*Black.* (Mr. Szen.)	*White* (Mr. Slous.)	*Black.* (Mr. Szen.)
1. Q. P. 2	Q. P. 2	24. K. Kt. P. 2	B. takes Kt.
2. Q. B. P. 2	Q. B. P. 1	25. B. takes B.	B. to Q. B. 2d
3. K. Kt. to B. 3d	K. Kt. to B. 3d	26. K. to Kt. 2nd	Q. to her 3d
4. K. P. 1	K. P. 1	27. Q. takes Q.	B. takes Q.
5. B. to K. 2d	Q. B. P. 1	28. K. Kt. P. 1	K. B. P. 1
6. Castles	Q. Kt. to B. 3d	29. K. R. P. 1	K. R. P. 1
7. Q. P. takes P.	Q. P. takes P.	30. K. B. P. 2 (*b*)	R. P. takes P.
8. K. B. takes P.	K. B. takes P.	31. R. P. takes P.	K. to B. 2d (*c*)
9. Q. R. P. 1	Castles	32. B. to Q. 5th, ch.	K. to his 2d.
10. Q. Kt. to B. 3d	K. to R. sq.	33. K. to B. 3d	Kt. to Q. sq.
11. Q. to her B. 2d	Q. R. P. one	34. P. takes B.P., ch.	K. takes P.
12. Q. Kt. P. 2	B. to Kt. 3d	35. K. to K. 4th	K. to K. 2nd
13. B. to Q. Kt. 2d	Q. to K. 2d	36. P. takes P.	B. to Q. B. 2d
14. Q. R. to Q. sq.	K. P. 1	37. Q. R. P. 1	Q. Kt. P. 1
15. Kt. to K. Kt. 5th	K. Kt. P. 1 (*a*)	38. B. to Q. B. 4th	Q. R. P. one
16. K. B. to Q. R. 2d	Q. B. to K. B. 4th	39. P. takes P.	P. takes P.
17. K. Kt. to K. 4th	Kt. takes Kt.	40. B. to Q. 4th	Kt. to K. 3d
18. Kt. takes Kt.	Q. R. to B. sq.	41. B. takes Kt.	K. takes B.
19. B. to Q. Kt. sq.	K. R. to Q. sq.	42. K. to B. 4th	B. to Q. sq.
20. Q. to K. 2d	R. takes R.	43. B. to Q. B. 3d	K. to Q. 4th
21. R. takes R.	R. to Q. sq.	44. P. to K. 4th, ch.	K. to his 3d
22. K. R. P. one	R. takes R., ch.	45. B. to Q. 4th	B. to K. R. 5th
23. Q. takes R.	K. to Kt. 2d	46. B. to Q. Kt. 6th	B. to K. 8th

Drawn game.

Notes.

(*a*) If he had played K. R. P. one, White would have answered with Q. Kt. to Q. 5th, and have got a splendid attack.

(*b*) Well played.

(*c*) Had he attacked the Bishop by playing on the K. B. P., it is clear he must have lost a Pawn.

QUEEN'S PAWN AGAINST KING'S PAWN.

The Centre Gambit.

(Concluded from No. 5, p. 38.)

There is still another way of playing, which is for Black at his fifth move to advance the Q. R. P. two, instead of attacking the Q. with his Bishop: *e. g.*—

5.		Q. R. P. two
6.	Q. R. P. one	Q. B. to K. Kt. fifth, or Q. R. P. one (H)
7.	K. B. P. one	B. to his square
8.	Q. Kt. to B. third	

(Q. to K. second would not be good, see (G). If Black on his last move had played the Bishop to K. B. fourth, the present move of Q. Kt. to B. third would have been particularly strong in reply to it.)

		Q. B. to Q. R. third
9.	Q. P. one	Q. Kt. P. one (If instead of this, he play Q. Kt. to Q. second, White answers with Q. B. to K. third.)
10.	Q. R. P. takes P.	Q. R. P. takes P.
11.	Q. Kt to R. third	Q. B. to Q. Kt. second
12.	Q. B. to Q. second	

Winning the Q. Kt. P. for the Q. P., and Black's position remaining decidedly inferior.

(G)

8.	Q. to K. second	Q. B. to R. third
9.	Q. Kt. to B. third	Q. R. P. one
10.	K. B. to Q. R. second	Q. Kt. P. one
11.	Q. Kt. to his fifth	Q. to Q. second
12.	K. B. to Q. B. fourth	K. Kt. takes P.
13.	B. takes Kt.	B. takes Kt.
14.	B. to Q. B. fourth	B. takes B.
15.	Q. takes B.	Q. Kt. P. takes P.
16.	Q. Kt. P. takes P.	K. P. one

There is no advantage on either side.

(H)

6.		Q. R. P. one
7.	K. B. to Q. R. second	

And White will remain with a Pawn more.

The result of this investigation shows that the second move of Black's K. Kt. to B. third, and the third of White, K. B. to Q. Kt. fifth (check), are productive of the most interesting varieties, and at the same time, are advantageous for White in affording him opportunities for defending the Pawn. As in every other Gambit, a very correct knowledge of the variations is necessary—the advantage on White's side being easily lost and transferred to his opponent. Playing this game for the first time, it is not advisable, therefore, for the Amateur to attempt the defence of the Pawn, but rather to play as shewn in the beginning, whereby he acquires a little superiority of position. The advantage so gained, however, is any thing but decisive, and for a change of the openings, this kind of Gambit may be ventured by the second player.

In reference to the preceding analysis, we append the following variation on the opening moves, with which we have been favoured by a contributor :—

To the Editor of the Chess Player's Chronicle.

SIR,—In looking over the many interesting variations which arise from the opening of Q. P. against K. P., or the "Centre Gambit," a *debut* that appears to be a favourite among the Berlin players, and which has been treated on at great length in your last Number, I am induced to believe that there is one move for the first player which has not received the consideration which it merits.

The leading moves in the anlaysis given in the Berlin Journal are as follows:—

White.	*Black.*
1. K. P. two	Q. P. two
2. P. takes P.	K. Kt. to B. 3d
3. K. B. checks	Q. B. to Q. 2d
4. K. B. to Q. B. 4th	Q. Kt. P. 2
5. B. to Q. Kt. 3d	Q. B. to K. Kt. 5th

The move then recommended for the first player as the only practicable one is, K. B. P. one. Now this move is unquestionably bad, as it prevents either Q. or K. Kt. from occupying the K. B.'s third square; and the move I suggest instead of it is—

6. K. Kt. to B. 3d	Kt. takes P.
7. Q. Kt. to B. 3d	

Should Black attempt to defend the Kt. with K. P. or Q. B. P., he loses a Pawn. If he retreat the Kt., he gives up a Pawn and a move—as his best, therefore, I will suppose him to play—

7. Kt. takes Kt.

White should then play

8. K. Kt. to K. 5th

And although she is *en prise* of two pieces, Black cannot take the Q. without being mated; and appears to have no better move than

8. Q. to her fifth

Whereupon the game would probably proceed thus:—

9. Q. takes B.	Q. takes Kt., ch.
10. K. to B. sq.	K. B. P. two (I see no better move.)
11. Q. to K. B. third	K. Kt. to K. fifth
12. Q. P. one	

And White has a winning position.

I remain, Sir, yours obediently,

KUIPER.

*** The Subscribers to the CHESS PLAYER'S CHRONICLE are respectfully apprized that, to meet the wishes of very many correspondents, instead of giving the Solutions of the Diagram Problems as heretofore, every week, we purpose publishing them in future once a fortnight. The positions adapted for the instruction of Young Players, and attached to the Elementary Lessons, will continue to be solved as before, in every successive Number.

CALVI'S ELEMENTARY LESSONS

(*Continued from No. 4, p. 30.*)

SUPPLEMENTARY LESSON.

The Gambit Evaded.

We interrupt the regular progress of the Lessons to shew the beginner the best methods of evading the Gambit. The defence of the various Gambits is extremely difficult, and it is for this reason that strong players never fail to offer the King's Bishop's Pawn to players of inferior force.

The Gambit may be evaded in three ways—First, by setting up a Counter Gambit—Secondly, by taking the proffered Pawn and *not* defending it—and Thirdly, by playing the King's Pawn only one square.

It is our intention to examine concisely these three methods, and we shall reserve the proper defences of the Gambit, when we shall have finished the openings of the King's Bishop and King's Knight; still adhering to our proposal to follow the order laid down in the Encyclopædia of Chess.

First Defence.

The Counter Gambit.

Black.	*White.*
1. K. P. 2	K. P. 2
2. K. B. P. 2	Q. P. 2

The attack which Black makes by playing the King's Bishop's Pawn constitutes the game known by the name of the King's Gambit.

Your play should be, to take the K. B. Pawn with the King's Pawn; but our purpose is now to shew you how you may best defend the attack by refusing the Gambit. Your move of Q. P. two is well played.

3. K. P. takes Q. P. | Q. tks. doubled P.

If instead of taking the Queen's Pawn, Black had taken the King's Pawn with K. B. Pawn, you would have checked his King with the Queen at K. R. fifth. He would either have covered the check with K. Knight's Pawn, or have played the King. We will suppose that he plays the King's Knight's Pawn; you then would give check by taking the King's Pawn, and on the following move capture the Rook. In the second case, if he play the King to his second, you should take the King's Pawn with your Queen, giving check. Black would play his King to K. B. 2d, you check him again with King's Bishop at Q. Bishop's fourth; Black then covers with the Queen's Pawn two squares, which you take with Bishop, repeating the check. Black King goes to his Knight's third; you take his King's Bishop's Pawn with the Bishop, giving check; and on the following move, force Black to exchange his Queen for your Bishop, or be checkmated in three moves.

It is good play to take the Pawn with your Queen.

4. Q. Kt. to B. 3d | Q. to K. 3d

Black, instead of playing out his Queen's Knight, might have taken the King's Pawn with his K. B. Pawn. We will analyse the result of this play in a succeeding variation.

By withdrawing the Queen to King's third, you confine your Queen's Bishop. Your position is bad at present, but you will shortly make some amends by an attack which you premeditate.

5. K. Kt. to B. 3d | P. takes P., dis. ch.

Had Black taken your King's Pawn with his King's Bishop's Pawn, you could retake with the Queen, and the game would be equal. You take his K. B. Pawn, checking, which, if well defended, will win you the game.

6. K. to K. B. 2d | Q. B. to Q. 2d

Black's move is a very good move. The Calabrese in his Treatise, says that Gioachino Greco first pointed out this move.

It was necessary to play your Bishop

to Queen's second. If, instead of doing so, you had given check with your K. B. at Q. B. fourth, he would have played his Queen's Pawn two squares, forcing your Bishop to withdraw. Supposing that you had withdrawn it to Knight's third, Black would have played his Bishop to Q. Knight's fifth, checking, and on the following move would have brought his Rook to King's square, forcing an exchange of his Rook for your Queen.

7. Q. P. 2 sqs.	K. B. to Q. 3d

He plays his Queen's Pawn two squares to release his Bishop and attack your doubled Pawn.

The bringing your King's Bishop out is a good move. You bring an important piece into play, and at the same time defend your doubled Pawn, which confines the range of his Queen's Bishop.

8. K. B. to Q. 3d	K. Kt. to K. 2d

In this position your game is preferable to that of Black's. If he play his K. Kt. to his fifth, you bring your Queen to K. B. third; and if, instead of moving his Knight, he play the Rook to King's square, you move the Queen to K. R. third.

Variation from Black's fourth move.

Black.	*White.*
4. K. B. P. takes P.	Q. tks. K. P., ch.
5. K. B. to K. 2d	K. B to Q. 3d

When the King's Pawn is taken or played but one square, the King's Bishop must not be played to Q. B. fourth, as it would be attacked by adversary's Q.'s Pawn.

6. K. Kt. to B. 3d	Q. to K. 2d

You have not a better square to play your Queen to, sheltering her from attack.

7. Q. P. 2 sqs.	Q. B. to K. 3d
8. K. castles	Q. Kt. to Q. 2d

In this position the game is equal. If Black play his Q. B. P. two squares, you may play Q. B. P. one, and then bring out your K. Kt. to enable you to castle.

Variation from Black's third move.

1. K. P. 2	K. P. 2
2. K. B. P. 2	Q. P. 2
3. Q. to K. 2d	K. P. tks. K.B.P.

Black's move is bad. The Queen on King's second confines the K. B., and consequently prevents his King from castling at the commencement of the game.

4. P. takes P., dis.ch.	K. B. to K. 2d
5. Q. B. P. 2	K. Kt. to B. 3d

Black brings up his Q. B. Pawn to defend his doubled Pawn, which you would otherwise have taken with your Queen. If instead of playing the Q. B. P. two, Black had brought out his Q. Kt. to B. third, your play should equally be K. Kt. to B. third.

6. Q. P. 2	K. castles

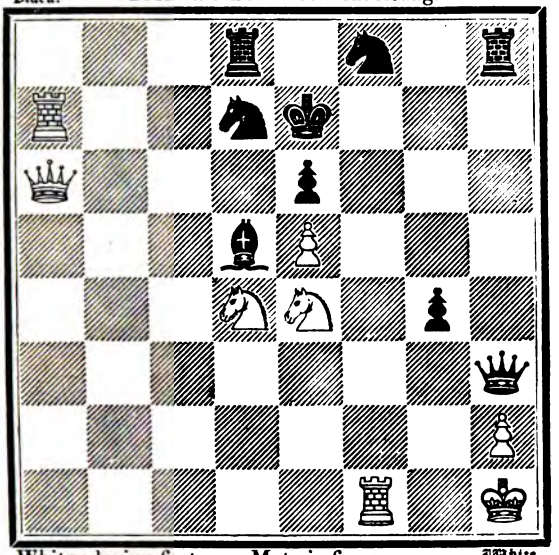
In this position you have a very good game. If Black play his K. Kt to B. third, you play Q. B. to K. Kt. fifth, and the following move you can play your K. B. freeing your Rook, which can be well posted on the K. square. If the Black at his third move, in lieu of playing Q. to K. second, should play K. Kt. to B. third, you can take B. P. with K. P., Black will take P. with B., and you retake with Q. P.: your game will then be quite as good as that of Black's.

PROBLEM No. 21.

By F. A. Hoffman.

From the Berlin Schachzeitung.

Black.



White playing first, can Mate in five moves. White.

PROBLEM No. 22.

By the same Author.

Black.

White to play, and Mate in six moves. White.

PROBLEM No. 23.

By Mr. H. I. G. A.

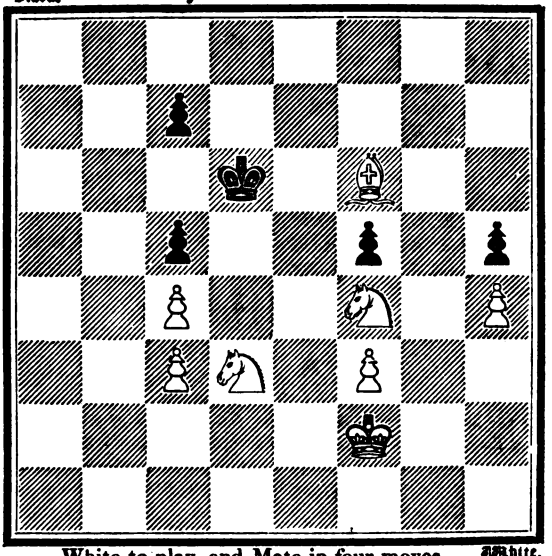
Black.

White to play, and Mate in five moves. White.

PROBLEM No. 24.

By the same Author.

Black.



White to play, and Mate in four moves. White.

THE

Chess Player's Chronicle.

No. 7. NEW SERIES. | SATURDAY, FEBRUARY 13, 1847. | PRICE THREE PENCE.

BLINDFOLD CHESS.

The following is the *Second Game* played by Mr. HARRWITZ, without sight of board or men, against Messrs. HORWITZ and PERIGAL, the latter giving the odds of Queen's Rook, which must therefore be removed from the board before playing it over.

White. (Messrs. H. & P.)	*Black.* (Mr. HARRWITZ, *Blindfold.*)	*White.* (Messrs. H. & P.)	*Black.* (Mr. HARRWITZ, *Blindfold.*)
1. K. P. 2	K. P. 2	18. Kt. takes K.B.P.	R. to K. B. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	19. K. P. 1	Q.B. to Q.B. 3d (*d*)
3. K. B. to Q.B. 4th	K. B. to Q. B. 4th	20. Q. to K. R. 3d	P. takes P.
4. Q. Kt. P. 2	B. takes Kt. P.	21. R. to Q. sq., ch.	K. B. to Q. 5th
5. Q. B. P. 1	B. to R. 4th	22. Kt. to R. 5th,	Q. to her 2d
6. Castles	Q. P. 1	23. Q. to R. 4th, ch.	K. to B.
7. Q. to Q. Kt. 3d	Q. to K. 2d	24. R. to Q. 2d	Q. Kt. P. 2
8. Q. P. 2	P. takes P.	25. B. to B. sq.	K. to Q. Kt. 2d
9. P. takes P.	B. to Q. Kt. 3d	26. R. to Q. B. 2d	Q. R. to K. sq.
10. Q. B. to K. Kt. 5th	K. B. P. one	27. Kt. to B. 6th	Q. to K. B. 4th
11. Q. B. to Q. 2d (*a*	K Kt. to K. R. 3d	28. Kt. takes R.	Q. takes R.
12. B. takes Kt.	P. takes B.	29. Kt. to B. 6th	Q. tks K. B. P., ch.
13. Q. to Q. Kt. 5th	Q. B. to Q. 2d	30. Q. takes Q.	B. takes Q., ch.
14. Q. to K. R 5th, ch.	K. to Q. sq. (*b*)	31. K. takes B.	R. takes Kt. ch.
15. Q. Kt. to B. 3d,	Q. Kt. takes Q. P.	32. K. to Kt. sq.	R. takes B., ch.
16. Q. Kt. to Q. 5th	Kt. takes Kt. (*c*)	33. K. takes R.	B. to Q. 4th
17. Q. takes Kt.	Q. to K. Kt. 2d. ch.		

And White resigns.

Notes.

(*a*) This game is beautifully opened by the allies, and proves that the attacking resources of the Evans' Gambit are very far from being exhausted yet.

(*b*) For the most part Black's moves have been compelled, and in a game without odds, there can be no doubt his position is inferior to White's, showing again the force of this remarkable opening.

(*c*) The exchanges tell fearfully where such enormous odds are given.

(*d*) Mr. Harrwitz sees everything without the board as well as most players with one.

This smart skirmish came off a few days since, between Mr. E. Williams and Mr. Maud, an amateur of the London Club. Mr. W. giving the Q. Kt., which must be removed from the Board.

White. (Mr. W.)	*Black.* (Mr. M.)	*White.* (Mr. W.)	*Black.* (Mr. M.)
1. K. P. 2	K. P. 2	15. K. to Kt. 2d	Kt. takes Kt.
2. K. B. P. 2	K.B. to Q.B.4th(*a*)	16. P. takes Kt.	B. to R. 4th
3. K. Kt. to B. 3d	Q. P. 1	17. K. P. 1	P. takes P.
4. K. B.toQ.B. 4th	Q. Kt. to B. 3d	18. Q. B. takes P.	Q. to K. 2d
5. Q. B. P. 1	K. Kt. to B. 3d	19. Q. to her 2d (*c*)	Q. B. takes K B. P
6. Q. P. 1	Castles	20. K. R. to B. sq	Kt. to K. 5th
7. Q. R. P. 2	Q. R. P. 1	21. Q.to K.B.4th(*d*)	B. takes Q. R.
8. Q. Kt. P. 2	B. to R. 2d	22. R. to K. Kt. sq	K. Kt. P. 1
9. Q. to K. 2d	P. takes P.	23. Q. to K. R. 6th	Kt. to K. B. 3d (*e*)
10. K.B.to Kt.3d(*b*)	Q. B. to Kt. 5th	24. R. takes P., ch	R. P. takes R.
11. Q. B. takes P.	Q. Kt. to K. 4th	25. Q. takes P., ch	K. to R. sq
12. Cstls on Q. side	Q. B. P. 2	26. B. takes Kt., ch	Q. takes B.
13. Q. P. 1	P. takes Q. P.	27. Q. takes Q., ch	K. to R. 2d
14. Q. B. P. takes P.	Q. to B. 2d, ch	28. B. takes B.	Q. R. to Q. sq

White mates in four moves.

Notes.

(*a*) This is considered a safe way to evade the Gambit.

(*b*) Apprehensive of the advance of Black's Q. P.

(*c*) White leaves the K. B. P. as a lure, foreseeing that if taken he will be enabled to bring his R.s to bear upon the K.'s entrenchments.

(*d*) Here Mr. Williams plays the attack with much spirit.

(*e*) He should have taken the B. with his Q., and then the R. with his B.

This excellent game was played a few days since, between Mr. Buckle and Mr Harrwitz.

Black. (Mr. Harrwitz.)	*White.* (Mr. Buckle.)	*Black.* (Mr. Harrwitz.)	*White.* (Mr. Buckle.)
1. K. P. 2	K. P. 1	19. P. takes P.	Kt. to Q. B. 3d
2. Q. P. 2	Q. P. 2	20. Q. R. to Q. sq.	Q. R. to Q. sq.
3. P. takes P.	P. takes P.	21. K. R. to K. sq.	Kt. to Kt. 5th
4. Q. B. P. 2	K. Kt. to B. 3d	22. Q. R. to Q. 2d	Q. to Q. Kt. 6th
5. Q. Kt. to B. 3d	Q. B. to K. 3d	23. Q. to Q. sq.	Q. takes Q.
6. Q. to Q. Kt. 3d	Q. Kt. P. 1	24. K. R. takes Q.	Kt. to Q. 4th
7. K. Kt. to B. 3d	K. B. to K. 2d	25. Q. R. to Q. 3d	Q. R. to Q. B. sq.
8. Q. B. P. tks. P.	K. Kt. takes P.	26. B. to Q. 2d	Q. R. to Q. B. 7th
9. K.B. to Q. B. 4th	Q. B. P. 1	27. Q. R. to Q. Kt. 3d	Q. R. P. 1
10. Castles	Castles	28. K. Kt. P. 1	K. Kt. P. 2
11. Q. R. P. 2	Q. to Q. 3d	29. Q. R. P. 1	Q. Kt. P. 1
12. K. Kt. to K. 5th	Kt. takes Q. Kt.	30. K. to B. sq.	K.B.toK.Kt.2d sq.
13. P. takes Kt.	B. takes B.	31. K. to K. 2d (*b*)	K. B. P. 1
14. Q. takes B.	Q. to Q. 4th	32. K. to Q. 3d	R. takes B., ch.
15. Q. to K. 2d (*a*)	K. R. to K. sq.	33. R. takes R.	P. takes Kt.
16. Q. to K. Kt. 4th	B. to K. B. 3d	34. K. B. P. takes P.	R. to Q. B.
17. K. B. P. 2	Q. B. P. 1	35. K. R. to Q. B. 2d	R. takes R.
18. Q. B to K. 3d	Q. B. P. takes P.	36. K. takes R.	K. to B. 2d

Black. (Mr. Harrwitz.)	*White.* (Mr. Buckle.)	*Black.* (Mr. Harrwitz.)	*White.* (Mr Buckle.)
37. K. to Q. 3d.	K. to K. 3d	48. R. to Q. B. 7th	Kt. to Q. 7th, ch.
38. R. to Q. Kt. sq.	Q. Kt. P. 1	49. K. to B. 2d	B. to K. Kt. 4th
39. R. to Q. B. sq.	Kt. to B. 6th	50. R. to Q. 7th, ch.	K. to B. 5th
40. K. to B. 4th	B. to B. sq.	51. K. P. 1	P. checks
41. R. to K. B. (*c*)	B. to K. 2d	52. K. to Q. Kt. 2d	K. to Kt. 5th
42. R. to K. sq.	Kt. to Q. 4th	53. K. P. 1 (*d*)	Kt. to B. 5th, ch.
43. K. R. P. 2	K. R. P. 1	54. K. to Kt.	K. to R. 6th (*e*)
44. K. R. P. 1	K. Kt. P. 1	55. R. to Q. Kt. 7th	B. takes K. P. (*f*)
45. R. to K. 2d	Kt. to Q. B. 6th	56. R. takes B.	Kt. to Q. 7th ch.
46. R. to Q. B. 2d	Kt. to K. 5th	57. K. to B.	P. checks
47. K. to Kt. 3d	K. to Q. 4th	58. K. takes Kt.	P. Queens.

And White ultimately won the game.

Notes.

(*a*) Threatening to win at least "the exchange" by Kt. to K. Kt. 6th.

(*b*) Overlooking the after capture of the Bishop with the Rook. These slips are rare in the play of Mr. Harrwitz.

(*c*) The remainder of the game is played with great care and judgment by both players, and abounds with instructive situations for the young player.

(*d*) Checking with the Rook at Kt. 7th would have given Mr. H. the better game.

(*e*) The getting command of the square at the right moment gives White the game. If Black had checked him, before advancing the Pawn, we should have taken the Black game in preference.

(*f*) He is now enabled to take the Pawn with impunity.

BLINDFOLD CHESS.

Game played between M. Wiel, a skilful German amateur, and Mr. Hannah. The former playing without seeing the Chess-board.

Black. (M. W.)	*White.* (Mr. H.)	*Black.* (M. W.)	*White.* (Mr. H.)
1. K. P. 2	K. P. 2	19. Q. to her 5th	Q. B. P. 1 (dis ch)
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	20. K. to R. 2d	Q. to B. 2d ch
3. K. B. toQ.B. 4th	K. B.toQ. Kt.5th(*a*	21. B. to K. B. 4th	Q. to Kt. 2d
4. Q. B. P. 1	B. to Q. R. 4th	22. Q. to K. 5th, ch	K. to B. 2d
5. Castles	K. B. P. 2	23. K. B. P. 1	Q. P. 1
6. Q. P. 2	P. takes Q. P.	24. P takes K Kt P(*c*	R. takes P., ch
7. K. Kt. to his 5th	Kt. to K. 4th	25. P. takes R.	P. takes Q.
8. B. takes K. Kt.	K. R. P. 1	26. B takes P., dis ch	B. to K. B. 4th
9. Q. takes Q. P.	P. takes Kt.	27. R. takes B. ch	K. to Kt. sq
10. Q. takes Kt., ch	Q. to K. 2d	28. Kt. to Q. 2d	R. to K. sq
11. B to K B 7 ch (*b*)	K. takes B.	29. B. to Q. 4th	Q. to B. 2d, ch
12. Q. takes P., ch	K. to his sq	30. K. to Kt. 2d	P. takes P., ch
13. Q. takes B.	Q. to her 3d	31. K. takes P.	Q. to her 3d
14. K. B. P. 2	Q. Kt. P. 2	32. Q. R. to K. B. sq	Q. to K. R. 3d, ch
15. Q. to her Kt. 4th	Q. B. P. 2	33. K. to Kt. 3d	Q. to Kt. 3d, ch
16. Q. to her Kt. 3d	Q. to K. R. 3d	34. K. to R. 4th	Q. to R. 2d, ch
17. K. R. P. 1	P. to K. Kt. 5th	35. K. to Kt. 5th	Q. takes R., ch
18. K. B. P. 1	Q. to her Kt. 3d	36. R. takes Q.	

And wins. (*d*)

Notes.

(*a*) What could have been the purport of this move?

(*b*) Merely to move the K., and thus deprive of the power to Castle.

(*c*) It requires no ordinary powers of memory and abstraction, to see the way clearly through the variations from this point without the aid of men and board.

(*d*) The latter part of this game is conducted with remarkable ability by the blindfold player.

CHESS INTELLIGENCE.

The Liverpool Chess Club.

The annual dinner of the Liverpool Chess Club took place on Friday evening, at the Adelphi Hotel. Upwards of fifty gentlemen, members of the club, sat down to an excellent dinner served up in Mr. Radley's usual style. Upon the withdrawal of the cloth, Mr. Mongredien took the chair, Mr. Duguit occupying the vice chair. Amongst the gentlemen present we noticed Messrs. Spreckley, Schwabe, Swale, Scholefield, E. M. Brown, J. Lefebre, De Finace, T. Lister, jun., Berger, Perigal of London, Tindal Atkinson, Welsh, &c. &c. After the customary loyal toasts, the chairman gave "The Liverpool Chess Club." Mr. Spreckley acknowledged the toast, and congratulated the meeting on the presence of Mr. Perigal, the Honorary Secretary of the London Chess Club, and concluded with proposing that club and Mr. Perigal's health. Mr. Perigal, in returning thanks, congratulated the meeting upon the fact that chess clubs were flourishing all over the world—especially in England; for clubs were being formed in every large town in the kingdom. He did not regret his journey of 200 miles to attend their annual festival.

Tindal Atkinson, Esq., proposed the health of Howard Staunton, and the *Chess Players Chronicle*, a sentiment which was honoured in a proper style. The company did not separate till a late hour, having spent a very pleasant evening.

SOLUTIONS TO PROBLEMS IN NUMBER 5.

No. 17.

Mate in this position can be effected in *three* moves as follows:—

White.	*Black.*
1. R. to K. 3d, ch.	Q. takes R.
2. Kt. to Q. 8th, ch.	B. takes Kt.
3. B. to Q. 5th	

Checkmate.

No. 18.

White.	*Black.*
1. Q. P. 2, ch.	K. to B. 5th
2. Kt. to K. Kt. 2d. ch	K. to Kt. 5th
3. P. 1, ch.	K. takes P.
4. Kt to K. 2d	Any move
5. B. moves	

Discovering checkmate.

No. 19.

White.	*Black.*
1. R. to B. sq., ch.	K. to Kt. 7th
2. R. to K. R. sq.	K. takes R.
3. B. to B. 3d	

Mate.

No. 20.

White.	*Black.*
1. Kt. to K. B. 6th, ch	K. to Q. B. 4th
2. Kt. to K. 4th, ch.	K. to Q. 4th
3. Kt. to Q. B. 3d, ch	K. to B. 4th
4. Kt. to Q. R. 4th, ch.	K. to Q. 4th
5. P. 1, ch.	K. takes Kt.
6. B. mates	

NOTICES TO CORRESPONDENTS.

"V. H. der L," Berlin.—It is quite evident that the fundamental idea of Problem No. 289, by Mr. Kling, in our last December Number, was derived from the position by Mr. Bledow, in the August Number of the *Berlin Schachzeitung;* and we can assure our respected correspondent that if the resemblance had been seen by us before the publication of No. 289, it would have been acknowledged. The other subjects of Mr. H. der L——'s communication shall be replied to by letter.

"P. T.," "Legion," "S——ville," "Argus," and others signing themselves "Subscribers," "Constant Readers," and the like.—"The Handbook of Chess," by Mr. Staunton, is in a state of rapid progression, and is confidently expected to be ready this spring. The price will certainly not exceed 5*s*.

"A Manchester Subscriber" will find the omission adverted to in No. 2.

"R. M. C." Solutions of the Diagram Problems in the last December Number shall be given the first opportunity.

"W." is thanked for the information that the position we published from the work of "Trevangadachayra Shastree" has before been published in England; but he has committed a mistake in sending us, as a novelty, a Problem which for two years past has adorned the wrapper of our magazine.

"A. L.," Ipswich.—They shall have immediate attention.

We beg to acknowledge, with thanks, the receipt of several beautiful positions from Messrs. Kling, Kuisser, and Mc. G—y.

——, Jersey.—The games by correspondence between Jersey and Southampton shall be examined. It is certainly to be regretted that the match was not played out.

CALVI'S ELEMENTARY LESSONS.

(Supplementary Lesson, concluded from No. 6, p. 46.)

Second Defence.

To take the Pawn and not defend it.

Black.	*White.*
1. K. P. 2	K. P. 2
2. K. B. P. 2	P. takes P.
3. K. Kt. to B. 3d	Q. P. 2

If Black, instead of playing out his K. Kt., had played his K. B. to Q. B. 4th, the game would be quite changed (see the Variation).

You play the Q. P. 2 sq. to free your Queen and Bishop. The best defence at your part is to play the K. Kt. P. 2 sq. defending the Pawn, but this belongs to the Defence of the Gambit, which we propose to avoid at present.

4. K. P. 1.	Q. B. P. 2 sq.

Had Black taken the Q. P. instead of playing his K. P., you would have taken the Pawn with your Queen. In that position, if Black brings out the Q. Kt. to B. 3, you play Q. to K. 3, checking, and your position would be the same as in the preceding game.

You play the Q. B. P. 2 sq. to prevent his supporting the K. P. with his Q's. Pawn.

5. Q. P. 2	P. takes P.
6. Q. takes P.	Q. Kt. to B. 3d

Had he taken the Pawn with the Knight, instead of with the Queen, you should check his King with your Queen at K. R. 5th.

7. K. B. to Q. Kt. 5th	Q. to her R. 4th, ch
8. Q. Kt to B. 3d	K. B. to Q. Kt. 5th

In this position you have a good game.

If Black take your Knight with the Bishop, you take with Q. Kt. P. By taking with this Pawn, you defend the Q. P., and enable your Q. B. to go to Q. R. 3d, preventing your adversary from castling.

Variation from Black's third move.

Black.	*White.*
1. K. P. 2	K. P. 2
2. K. B. P. 2	P. takes P.
3. K. B. to Q. B. 4th	Q. to K. R. 5th, ch
4. K. to B.	Q. to K. B. 3rd

You have given check to King to compel him to play, thereby preventing him from castling. You then withdraw your Queen, because it would be attacked by adv. K. Kt.

5. Q. P. 2	Q. P. 1
6. Q. Kt. to B. 3d	Q. B. P. 1

When your adversary plays his Q. Kt. to B. 3d, it is always good play to push on the Q. B. P. 1 sq.

7. K. Kt. to B. 3d	Q. B. to K. Kt. 5th
8. K. P. 1	P. takes P.

You take K.'s P. with Q. P. and bring your K. B. into play.

In this position your game is nearly as good as Black's.

Third Defence.

King's Pawn one square.

Black	*White.*
1. K. P. 2	K. P. 1

By playing the K.'s P. but one square, you prevent Black from attacking your K. B. P. with his K. B. carried to Q. B. 4th.

This method of play, without giving scope for any brilliant combinations, is nevertheless interesting, and may be considered a good defensive move.

2. Q. P. 2	Q. P. 2

Instead of playing Q. P. 2, Black could play K. B. P. 2 squares (see the next variation).

3. K. P. 1	Q. B. P. 2 sq.

Instead of playing K. P. 1, Black could take the Q. P. with his K. P. In that case you retake with Pawn, and your game would be well opened.

You play Q. B. P. 2 squares, attacking his Q. P., at the same time enabling you to bring your K. B. into play.

4. Q. B. P. 1	Q. Kt. to B. 3d

If, instead of playing Q. B. P., Black had given check with his K. B., you should equally bring out your Q.'s Kt.

5. K. Kt. to B. 3d	Q. to Kt. 3d.

You play your Q. to Kt. 3rd to attack the Q. P. and Q. Kt. P., which cannot be left unguarded by Q. B.

6. K. B. to Q. 3d	Q. B. to Q. 2d

Your move (B. to Q. 2d) is requisite before taking the Q. P. with your Pawn. Supposing that you took the Q P. with your Pawn, before bringing out your Bishop, Black would have taken Pawn with Pawn. You take with Knight. Black would take Knight with Knight, and you retake with Queen; but Black would give check to King with his Bishop at Q. Kt. 5th, and you would lose your Queen.

7. K. B. to Q. B. 2d	Q. R. to Q. B. sq.

Black plays his Bishop to defend Q. P.

Your move of R. to B. is good play. After the exchange which you will make you will remain master of this file, and you will be enabled to bring your Rooks into good play in your adversary's game.

8. King castles	K. B. P. 1

Your move is a good attacking move, although it does expose you to checks.

9. Q. Kt. P. 1	Q. B. P. tks Q. P.
10. Q. B. P. tks. P.	K. B. P. takes P.
11. P. takes P.	K. B. to Q. B. 4th

Black will bring his Kt. to his fifth, but you, by playing your K. Kt. to K. 2, will be enabled to resist any attack that he may make.

Variation.

1. K. P. 2	K. P. 1
2. K. B. P. 2	Q. P. 2

K. B. P. 2. is the best move Black can make. In the preceding game he has played Q. Pawn 2, and he has the worse game.

3. K. P. 1	Q. B. P. 2
4. Q. B. P. 1	Q. Kt. to B. 3d
5. K. B. to Q. 3d	Q. to Kt. 3d
6. K. B. to Q. B. 2d	Q. B. P. 1

This game is almost the same as the preceding, but it differs in the following moves :—

7. K. Kt. to B. 3d	K. B. to Q. B 4th

You bring out your Bishop with the intention of giving check to adverse King.

8. Q. to K. 2d	K. Kt. to R. 3d
9. Q. Kt. P. 2	P. tks. P., *en passant*

Black pushes his Q. Kt. P. 2 to drive away your K. Bishop and to mask the range of your Queen, which prevents him from Castling.

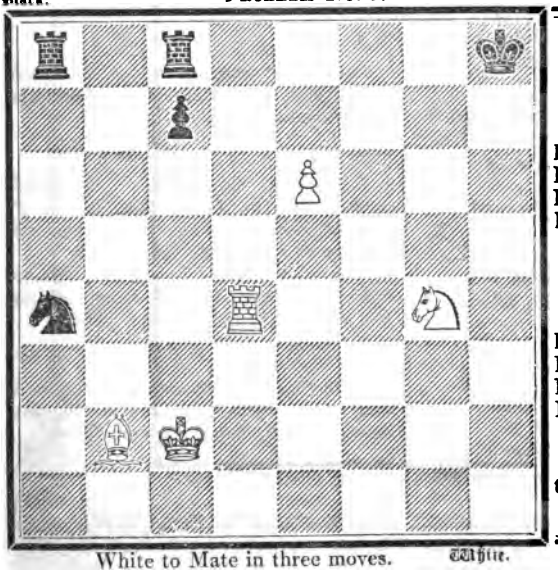
10. Rook's P. tks. P.	King castles.

In this position, the game may be considered as equal.

We will pursue no further this King's Pawn one Game, as it is entered into more fully in the chapter of "Irregular Openings."

Black.

PROBLEM No. 5.



White to Mate in three moves.

White.

PROBLEM No. 6.

White.

K. on Q. B. 5th
K. R. on his 4th
R. on Q. B. sq.
P. on Q. Kt. 3d.

Black.

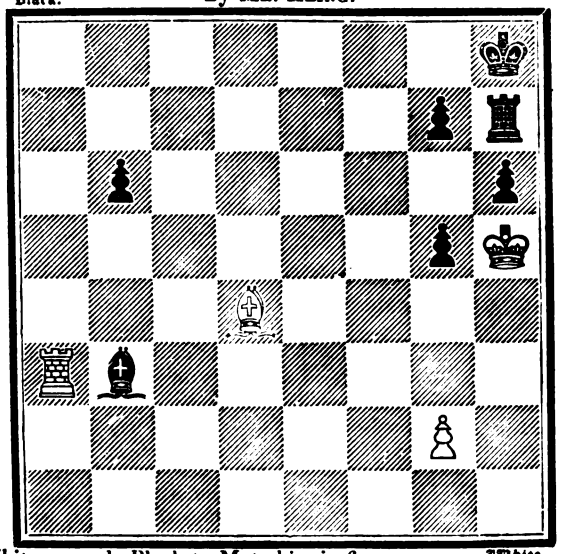
K. on Q. R. 4th
R. on K. B. 7th
R. on Q. Kt. 7th
P.s on Q. R. 3d, and Q. Kt. 4th.

White to give Mate in three moves.

PROBLEM No. 25.

By Mr. Kling.

Black.



White compels Black to Mate him in five moves. White.

PROBLEM No. 26.

By Mr. Kuiper.

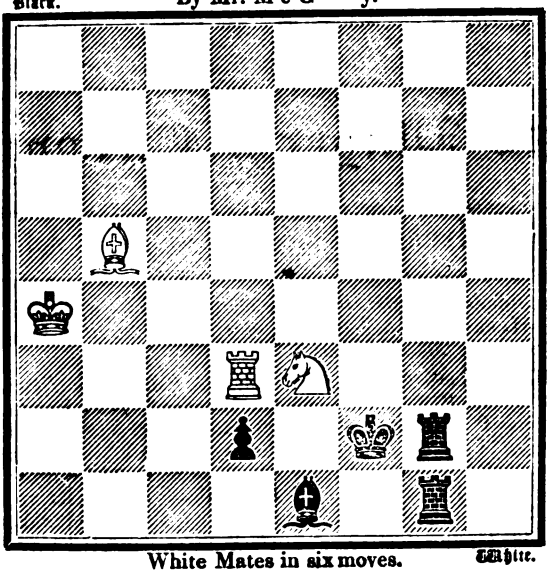
Black.

White playing first, can Mate in three moves. White.

PROBLEM No. 27.

By Mr. M'c G——y.

Black.



White Mates in six moves. White.

PROBLEM No. 28.

By an Amateur.

Black.

White to play, and Mate in five moves. White.

THE

Chess Player's Chronicle.

No. 8. NEW SERIES. | SATURDAY, FEBRUARY 20, 1847. | PRICE THREE PENCE.

THIS and the following game were part of a match played a few months ago between Messrs. HARRWITZ and WILLIAMS, of which, at the time, we gave the first three games. (See page 265 of our last Volume.)

White. (Mr. W.)	*Black.* (Mr. H.)	*White.* (Mr. W.)	*Black.* (Mr. H.)
1. Q. P. 2	Q. P. 2	28. R. takes Q. B. P.	P. takes K. P.
2. Q. B. P. 2	P. takes P.	29. R. takes P.	R. to K. B. 7th
3. K. P. 1	K. P. 2	30. R. to K. 5th	R. to Q. 7th
4. B. takes P.	P. takes P.	31. B. to K. B. 3d	Kt. to Q. Kt. 3d
5. P. takes P.	K. Kt. to B. 3d	32. R. tks Q. Kt. P.	Kt. to Q. B. 5th
6. Q. Kt. to B. 3d	K. B. to Q. 3d	33. Q. Kt. P. 1	P. takes P.
7. K. Kt. to B. 3d	Castles	34. P. takes P.	Kt. to K. 6th
8. K. R. P. 1	Q. B. to K. B. 4th	35. R. to K. 5th(*d*)	Kt. to K. B. 8th,ch
9. Castles	Q. Kt. to Q. 2d	36. K. to Kt. sq	Kt. takes P.
10. Q.B.toK.Kt.5th	K. R. P. 1	37. Q. Kt. P. 1	R. to Q. Kt. 7th
11. Q. B.to K.R.4th	K. Kt. P. 2	38. Q. Kt. P. 1	K. to B. 3d
12. Q. B.toK.Kt. 3d	B. takes B.	39. R. to Q. B. 5th	K. R. P. 1
13. P. takes B.	Q. B. to K. Kt. 3d	40. R.to Q.B.6th ch	K. to B. 4th
14. K. Kt. to K. 5th	Kt. takes Kt.	41. Q. Kt. P. 1	K. R. P. 1
15. P. takes Kt	Q. takes Q.	42. Q. Kt. P. 1	K. to B. 5th
16. Q. R. takes Q.	Kt. to K. R. 4th	43. R.toQ.B. 4th,ch	K. to K. 6th
17. K. to R. 2d	Q. R. to Q. sq	44. R. to Q.B.3d,ch	K. to B. 5th
18. Kt. to Q. 5th	Q. B. P. 1	45. R. to Q. 3d	R. to Q. Kt. 8th, ch
19. Kt. to K .7th, ch	K. to Kt. 2d	46. R. to Q. sq	R. to Q. Kt. 7th
20. Kt. takes B. (*a*)	R. takes R.	47. K. to R. 2d	K. to K. 6th
21. R. takes R.	K. takes Kt.	48. R. to Q. 8th	R. to Q. Kt. 8th
22. R. to Q. 6th, ch	K. to Kt. 2d	49. B. to Q. sq (*e*)	R. takes P.
23. R. to Q. 7th(*b*)	Q. Kt. P. 2	50. B. to K. B. 3d	R. to Q. Kt. 8th
24. B. to Q.Kt. 3d(*c*	Q. R. P. 2	51. R. to Q. sq	R. to Q. Kt. 7th
25. K. P. 1	Q. R. P. 1	52. K. to Kt. sq	R. to Q. R. 7th
26. B. to Q. sq	Kt. to K. B. 3d	53. R. to K. sq, ch	K. to B. 5th
27. R. to Q. B. 7th	Kt. to Q. 4th	54. K. to R. 2d	R. to Q. Kt. 7th

The game was ultimately given up as a drawn battle.

Notes.

(*a*) Here Mr. Williams let slip an obvious opportunity of winning the game. He should have taken the R. with R. first, and then the B. with Kt., by which he would have got an irresistible position.

(*b*) But why not play the B. to K.'s second? What escape in that case has the Kt.?

(*c*) B. to K. second now, would also be a winning move.

(*d*) The greater part of this game is very much below Mr. Williams's force.

(*e*) Was the sacrifice of this P. called for? We think not.

Between the same parties.

White. (Mr. W.)	*Black.* (Mr. H.)	*White.* (Mr. W.)	*Black.* (Mr. H.)
1. K. P. 2	K. P. 2	25. K. R. to Q. B. sq	K. R. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	26. K. B. P. 1 (*b*)	Kt. to K. Kt. 6th
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	27. R. to Q. B. 2d	R. to K. 2d
4. Q. P. 1	Q. P. 1	28. P. to Kt. 5th	Q. R. to K. sq
5. Q. Kt. to B. 3d	K. Kt. to B. 3d	29. K. to B. 2d	Kt. to K. 7th
6. K. R. P. 1	Q. B. to K. 3d	30. P. takes P.	Q. to K. Kt. 6th, ch
7. K. B. to Q. Kt. 3d	Q. to her 2d	31. K. to B. sq	Kt. to K. B. 5th (*c*)
8. Q. B. to K. 3d	K. B. to Q. Kt. 3d	32. P. to B. 7th, ch	K. to R. 2d
9. Q. to her 2d	Castles on Q. side	33. P. to B. 8, becoming a Kt., ch.	K. to Kt. sq.
10. Q. R. P. 2	Q. B. takes B.		
11. Q. B. P. takes B.	Q. P. 1	34. Q. to her 2d	R. to K. 7th
12. B. takes B.	Q. R. P. takes B.	35. Q. takes Kt., ch	Q. takes Q.
13. Q. to K. 2d	P. takes P.	36. R. takes R.	R. takes R.
14. P. takes P.	Q. Kt. to Q. 5th	37. K. takes R.	K. takes Kt.
15. Kt. takes Kt.	P. takes Kt.	38. Kt. takes P. ch.	K. to Q. sq.
16. Q. Kt. to his 5th	Kt. takes K. P. (*a*)	39. Kt. to B. 4th	K. to his 2d
17. Castles, K. side	K. R. to K. sq	40. R. to Q. sq	K. to B. 3d
18. Q. to her 3d	Q. B. P. 1	41. Q. Kt. P. 1	K. to Kt. 4th
19. Kt. to Q. R. 3d	Kt. to Q. B. 4th	42. K. to B. 2d	K. to R. 5th
20. Q. to K. Kt. 3d	K. B. P. 2	43. K. to B. sq	K. to Kt. 6th (*d*)
21. Kt. to Q. B. 4th	Q. to her B. 2d	44. K. to Kt. sq	Q. P. 1
22. Q. to K. B. 3d	K. Kt. P. 1	45. Kt. to Q. 2d	Q. to K. 6th (ch.)
23. Q. Kt. P. 1	Kt. to K. 5th	46. K. to R. sq	Q. to K. 7th
24. Q. to her 3d	K. to Kt. sq	47. Kt. to B. sq, ch.	K. to B. 7th

White surrendered.

Notes.

(*a*) The gain of this P. is enough to decide the game in Black's favour.

(*b*) It was imprudent to give the Kt. command of so attacking a position as he is now enabled to occupy.

(*c*) Threatening mate, as well as attacking the Q.

(*d*) The march of this K. is an instructive lesson to young players, who seldom avail themselves of this important piece as they ought at the end of a game.

BLINDFOLD CHESS.

Game played by Mr. HARRWITZ blindfold, against Messrs. SLOUS and HORWITZ consulting; the latter giving the odds of Queen's Rook.

(Remove White Q. R. from the Board.)

White. (Messrs. S. & H.)	*Black.* (Mr. HARRWITZ, *Blindfold.*)	*White.* (Mess. S. and H.)	*Black.* (Mr. HARRWITZ.)
1. K. P. two	K. P. two	6. Castles	Q. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 2d	7. Q. P. 2	P. takes P.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	8. P. takes P.	K. B to Q. Kt. 3d
4. Q. Kt. P. 2	B. takes P.	9. K. to R. sq	K. Kt. to B. 3d
5. Q. B P. 1	B. to Q. B. 4th	10. Q. Kt. to B. 3d	K. R. P. 1
		11. Q. B. to Q. R. 3d (*a*)	Castles

White. (Messrs. S. & H.)	*Black.* (Mr. Harrwitz. *Blindfold.*)
12. K. P. 1	K. Kt. to K. sq.
13. Q. P. 1	Q. Kt. to K. 2d
14. Q. Kt. to K. 4th	Q. Kt. to K. Kt. 3d
15. K. R. P. 1	Q. B. to K. B. 4th
16. Q. Kt. to K. Kt. 3d	Q. to her 2d
17. Q. to Q. Kt. 3d	K. to R. sq.
18. K. P. 1	P. takes P.
19. P. takes P.	Q. to K. 2d
20. Kt. takes B.	R. takes Kt.
21. Q. B. to Q. Kt. 2d	Q. Kt. to K. R. 5th (*b*
22. Q. to Q. 3d	R. takes Kt.
23. P. takes R.	Q. to K. Kt. 4th
24. R. to K. Kt. sq.	Q. to K. R. 4th
25. R. to Kt. 4th (*c*)	K. B. takes K. B. P.
26. Q. to K. 4th	Q. P. 1 (*d*)
27. B. takes P.	Q. R. to Q. sq.
28. B. to Q. Kt. 3d (*e*)	Kt. to K. B. 4th
29. K. to Kt. 2d	R. to Q. 7th
30. Q. B. to Q. B. 3d	Kt. to K. 6th, ch. (*f*)
31. K. to R. 2d	Kt. tks. R., ch.
32. K. B. P. tks. Kt.	Q. to R. 5th.
33. Q. to K. B. 3d	B. to Kt. 6th, dbl. ch.
34. K. to Kt. sq.	R. to K. B. 7th (*h*)

White. (Mess. S. and H.)	*Black.* (Mr. Harrwitz.)
35. Q. B. tks K. Kt. P, ch	K. takes B.
36. Q. to Q. 3d	Kt. to B. 3d
37. K. P. 1	B. to R. 7th, ch.
38. K. to R. sq.	B. to Q. 3d
39. P. becoming Kt, ch	K. to R. sq.
40. Kt. takes B.	P. takes Kt.
41. K. to Kt. sq.	Kt. to K. 5th
42. Q. to Q. 4th, ch.	R. to K. B. 3d (*i*)
43. Q. to K. 3d	Q. to Kt. 6th, ch. (*k*)
44. Q. takes Q.	Kt. takes Q.
45. B. to Q. B. 4th	K. R. P. 1
46. B. to Q. 3d	K. R. P. 1
47. K. to Kt. 2d	K. to Kt. 2d
48. Q. R. P. 2	R. to B. 5th
49. Q. R. P. 1	K. to B. 3d
50. Q. R. P. 1	Q. Kt. P. 1
51. B. to Q. Kt. 5th	K. to K. 4th
52. B. to Q. 7th	Kt. to K. 5th
53. B. to Q. Kt. 5th	R. to B 7th, ch
54. K. to Kt. sq.	K. to B. 5th
55. B. to Q. B. 6th	R. to B. 6th
56. K. Kt. P. 1	R. to Kt. 6th, ch.
57. K. to R. 2d	Kt. takes P.
58. B. to Q. 5th	Kt. to B. 6th, ch.

And Mr. Harrwitz announced here the mate in five moves!

Notes.

(*a*) The opening is played with great judgment by the allied party, and from its nature would give them a fearful attack if not carefully opposed.*

(*b*) At length Black begins to shake off the toils, and now with his forces in the field the odds are sure to tell.

(*c*) The attack and counter attack are well sustained.

(*d*) Well imagined: to release his Rook and Kt.

(*e*) They might have won the exchange perhaps, by P. to K. seventh; but it would have been gaining a loss in the end.

(*f*) Let the young player keep in mind, that all this is *seen* blindfold by the Black.

(*g*) Threatening mate in two moves, if they take the Rook.

(*h*) Admirably played.

(*i*) He leaves the Kt. with impunity, foreseeing the adverse Q. must fall if she dare to capture him.

(*k*) This simplification of affairs will save him a world of mental travail for the rest of the game.

---

* We have lately had the pleasure of recording some games which were played years since by Mr. Slous, and are gratified to find, by the present one, that time and want of practice have neither lessened his capabilities, nor utterly extinguished his ardour for Chess.

Game played between Messrs. EVANS and PERIGAL, consulting against MM. KIESERITZKI and KLING.

White. (MM. K. and K.)	Black. (Capt. E. & M. P.)	White. (MM. K. and K.)	Black. (Capt. E. & M. P.)
1. K. P. 2	K. P. 2	15. R. tks. K. P., ch.	Q. takes R.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. Q. takes Kt., ch.	K. to his second
3. Q. P. 2	P. takes P.	17. QBtoKKt5th,ch	K. to B. 2d
4. K. B. to Q. B. 4th	K. B., ch.	18. Q. B. to K. 3d(c)	K. R. to Q. B. sq.
5. Q. B. P. 1	P. takes P.	19. K.Kt.tohis5th,ch	K. to Kt. sq.
6. P. takes P. (a)	K. B. to R. 4th	20. Kt. takes Q.	R. takes Q.
7. Castles	Q. P. 1	21. K. Kt. to Q. 4th	R. to Q. B. 2d
8. R. to K. sq. (b)	Q. B. to K. 3d	22. Kt. to K. second	Kt. takes B.
9. B. takes B.	P. takes B.	23. P. takes Kt.	R. to K. sq.
10. Q. to her Kt. 3d	Q. to Q. 2d	24. K. to B. 2d	R. to B. 2d, ch.
11. Q. tks. Q. Kt. P.	Q. R. to Kt. sq.	25. Kt. to B. 4th	K. Kt. P. 2
12. Q. to her R. 6th	K. Kt. to K. 2d	26. K. Kt. P. 1	B. to Kt. 3d
13. K. P. 1	K. Kt. to Q. 4th	27. K. to Kt. 2d	P. takes Kt.
14. P. takes P.	P. takes P.	28. K. P. takes P.	R. to K. 8th

And White surrendered.

Notes.

(*a*) This, followed by K. P. one, was the ingenious and novel mode of continuing the attack, which Mr. Cochrane introduced upon his last return from India.

(*b*) The attack must be sustained with vigour in these sort of games, or it crumbles to nothing. The strongest move is K.'s P. one.

(*c*) Threatening to win the Q.

SOLUTIONS TO PROBLEMS IN No. 6.

No. 21.

White.	Black.
1. Q. to her 6th, ch	K. to his sq.
2. R. takes Kt., ch	R. takes R. (best)
3. Q. takes P., ch	B. takes Q.
4. Kt. to Q. 6th, ch	K. to his 2d
5. Kt. to Q. B.'s 6th	

Mate.

No. 22.

White.	Black.
1. Kt. to K. Kt. 4th, ch	Q. takes Kt. (best)
2. Q. to K. R. 2d, ch	Q. intervenes
3. Q. to K. B. 4th, ch	K. to R. 2d
4. Q. to her B. 7th, ch	Q. to B. 2d, ch
5. Q. takes Q., ch	

And Mates next move.

No. 23.

White.	Black.
1. R. to Q. R. 8th, ch.	Q. takes R.
2. Kt. takes P., ch.	P. takes Kt.
3. B. takes P., dis. ch.	Q. takes R.
4. K. B. P. 1, dis. ch.	K. to R. 2d
5. P. becomes a Kt., giving mate.	

No. 24.

White.	Black.
1. Kt. to K. 5th	P. 1.
2. B. to Q. 8th	K. takes Kt.
3. B. to K. 7th	K. takes Kt.
4. B. to Q. 6th	

Mate.

NOTICES TO CORRESPONDENTS.

"J. W." Liverpool. At all times most acceptable.

"A. F. J." Ipswich.—The suggestion shall not be lost sight of.

"G. I. S."—The imperfect account of the Annual Festival of the Liverpool Chess Players, which found its way into our columns last week, was extracted from a local paper. We will endeavour to make amends for its insertion by publishing the whole true and particular version with which you have subsequently favoured us.

"J. W. M."—Mr. V. H. der Laza is at present in Berlin, from whence he makes a short excursion to Hamburgh, and will then reside at Stockholm. We are sorry to find that there is little probability of his visiting England this year.

"N. M.," New York.—No. 3 has safely reached us, and is certainly an improvement on the preceding Number. We shall take an early opportunity of calling attention to the striking progress Chess periodical literature is making in the United States.

CALVI'S ELEMENTARY LESSONS

(*Continued from p. 54.*)

Third Lesson.

The first eleven openings shown in "L'Encyclopédie des Echecs," are entirely devoted to the defence against the attack analysed by Philidor, in his First Game. This attack consists in playing the Queen Bishop's Pawn one square at the third move—after each player has moved the King's Pawn two squares, and the K. B. to Q. B. 4th. In the preceding lessons we examined the first defence, and in this lesson we intend analysing eight different methods of defence, which, although not presenting any brilliant combinations, are nevertheless interesting.

I have not followed the exact order of the Encyclopédie, because I think it better to show how to take advantage of weak moves before giving the best defence. Thus, the 5th opening of the Encyclopédie will form our 11th opening, because it has the reputation of being the best defence against the Philidor attack.

First Section.

Second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B. to Q.B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	Q. Kt. to B. 3d

Black plays his Q. Kt. to B. 3d, to prevent your playing Q. Pawn 2 squares.

4. Q. P. 2	P. takes P.

You play the Queen's Pawn two squares, sacrificing it to gain another and take up a good position.

If Black, instead of taking P. with P., should withdraw his B. to Kt. 3d, you bring your K. Kt. to K. 2d. He will then take Pawn with Pawn; you retake with Q. B. Pawn. He plays Q. P. one square, and you will Castle. In this position, if he play Q. Bp. to King 3d, you ought to push on the Queen's Pawn. He will bring his Q. Kt. to K. 4th, attacking your Bishop, but you will take his Bishop with the Pawn, and if he take the Bishop with Knight, you take his K. B. Pawn with your Pawn, giving check. Black will take your Pawn with King, and you will win the Knight by checking with Queen at her 5th square.

5. K.B.tks	K.B.P.(ch | King takes Bp.

It often happens in the beginning of the game that you can capture the adverse K. B. Pawn with the K. B., and place your game in a good train. Black prefers taking the Pawn, to playing his King to B square, because you would take his K. Kt. with K. Bp., and cause him to lose a move.

6. Q. to Q. R. 5th (ch	K. Kt. P. 1.
7. Q. takes K. B.	Q. P. 1.
8. Q. to her Kt. 5th	

You withdraw the Q. to Kt. 5th, to prevent your adversary from playing out his Q. B., which he would do, had you withdrawn your Q. to her B. 4th.

Your position is superior. Your adversary has lost the right of castling, and he is exposed to so strong an attack that you may fearlessly advance your Pawns on the King's side.

Third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	Q. P. 1

Black plays Q. P. one square to support his K. P., and to free his Queen's Bishop. But this move allows you time to establish your Pawns in the centre.

4. Q. P. 2	P. takes P.
5. P. takes P.	K. B. to Kt. 5th (ch
6. Q. Bp. to Q. 2d	B. takes B.
7. Kt. takes B.	K. Kt. to B. 3d

If Black, on the seventh move, had played Q. B. to K. 3d instead of bringing out his K. Kt., you should take the B. with your B. He could retake with K. B. Pawn. You then bring your Queen to K. R. 5th, checking, and force him to move his King, or cover with the Kt.'s Pawn. In the first case, he gives up the liberty of castling, and confines the march of his K. Rook. In the second, you would give him check at Q. Kt. 5th, and win the Q. Kt.'s Pawn.

8. B. to Q. 3d.	Castles.
9. K. Kt. to K. 2d	

Your position is as good as in the first opening. Your Pawns, thus established in the centre, confine the range of your adversary's pieces and free your own.

Fourth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	Q. to K. B. 3d

Black plays the Queen to this square to prevent your playing Queen's P. two squares; at the same time he attacks your K. B. Pawn, and threatens mate.

4. K. Kt. to B. 3rd | Q. Kt. to B. 3rd

Your move is well played:—you cover the K. B. Pawn, and you bring a piece into play. You might have played your Queen to K. second, instead of playing the Kt.; but it is better to leave her at home to support the Q.'s Pawn on its march.

Black plays his Q. Kt, with the intention of stopping your Queen's Pawn.

5. Q. Kt. P. 2 | K. B. to Q. Kt. 3d

You ought not to move your side Pawns without weighing well the consequences—for they are difficult to support, and it opens your game to the adversary. You here push on the Q. Kt. P. 2, to enable you to bring out your Q. Kt. to R. 3d without exposing it to be taken by Black's K. B. Black's move is well played.

6. Q. R. P. 2 | Q. R. P. 1

By playing the Q. R. P. 2, you oblige the adversary to push on *his* Q. R. Pawn, to leave a square vacant for the K. Bishop. Had Black played his Q. R. P. two squares, instead of one, you should have played on Q. Kt. P. one square. It is a general rule, when a Pawn is attacked, to push it on; and in this particular case, the rule would have been well applied.

7. Q. P. 1 | Q. P. 1

You play the Q. P., to bring your Q. Bishop into play.

8. K. R. P. 1 | K. R. P. 1

You push this Pawn, to hinder Black's Q. Bishop from being placed on his K. Kt. 5th,—which would confine your Queen;—at the same time you secure a place for your Knight. You might have also played your Queen's B. to King 3d, and attack his K. B. If he take, you retake with Pawn; and, on the following move, castle; which would evidently give you a superior game;—and, if he withdraw, you may play your Q. Kt. to Q. 2nd. Black plays his K. R. P. to prevent your Bishop from attacking his Queen.

2. Q. to K. 2nd | Q. B. to K. 3d

You bring your Queen to this square to place your Rooks in communication; and your object for placing on this particular square, is to defend the K. B. P., in case you might wish to play your K. Kt. Black opposes his Q.'s B. to your Bishop, provoking an exchange of one of his pieces which is not in play, for one of yours which is well posted. In this position you bring out your Q. Kt. to Q. 2nd, and your position is preferable to that of Black's.

Fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	Q. to K. Kt. 4th

The Queen brought to this square is a bad defensive move.

4. Q. to K. B. 3d. | Q. to K. Kt. 3d.

You play the Queen to K. B. 3d, to defend your K. Kt.'s P. At the same time you attack the K. B. Pawn, and force the Black to act on the defensive. If Black, instead of playing his Queen to K. Kt. 3d, had brought his K. Kt. to B. 3d, your play would be the same as you now are going to do.

5. K. Kt. to K. 2d | Q. P. 1

The Knight brought to K. 2d, places you at liberty to push on the K. B. P., and also to castle.

Black plays his Q. P. 1 to bring his Q. B. into play.

6. Q. P. 2 sq. | Q. B. to K. Kt. 5th

Black's move is bad. He attacks your Queen to charge his B. against your K. Kt. on the following move, gaining a Pawn: but you prevent this.

7. K. B. tks K. B. P., ch | Q. takes B.

8. Q. takes B.

In this position you have a good game. If he take Pawn with Pawn, you check the King at adversary's Q. B. square, afterwards taking the Q. Kt.'s P.

PROBLEM No. 29.

Black. By Mr. Mc G——y.

White compels Black to Mate him in four moves. White.

PROBLEM No. 30.

Black. By Mr. T. Woodward, Liverpool.

White to play and give checkmate in six moves. White.

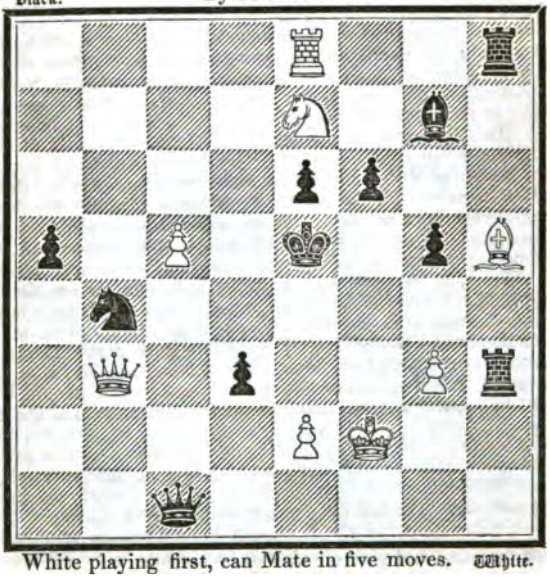
PROBLEM No. 31.

Black. By Mr. T. Woodward, Liverpool.

White playing first, Mates in four moves. White.

PROBLEM No. 32.

Black. By Mr. W. H. C.



White playing first, can Mate in five moves. White.

THE

Chess Player's Chronicle.

No. 9. NEW SERIES. | SATURDAY, FEBRUARY 27, 1847. | PRICE THREE PENCE.

ANNUAL FESTIVAL OF THE LIVERPOOL CHESS CLUB.

The anniversary dinner of the members of the Liverpool Chess Club took place on Friday evening, the 5th inst., at the Adelphi Hotel. About fifty gentlemen sat down upon the occasion, and the viands and wines provided by Mr. Radley, were of the choicest description. Among the company present were a few non-members, inclusive of Mr. Perigal, hon. secretary of the London Chess Club, and Mr. Hennell, also a member of that club. A. Mongredien, Esq., the president of the club, officiated as chairman, and the vice-chair was occupied by Thomas Duguid, Esq.

"The cloth having been removed, the Chairman gave "The health of her Majesty the Queen."

The National Anthem was sung by the whole company standing.

The Chairman afterwards rose and said, that he had much pleasure in performing his annual duty of proposing what was generally considered the toast of the evening. He called upon them to join heartily in drinking "Continued prosperity to the Liverpool Chess Club." (Cheers.) He trusted that upon such an occasion as that, the company would permit him to say a few words to the young chess-players present; it might be necessary that he should exhort them, and in fact the members generally, to attend to club play; unless they did so, they would never become good—certainly not great—chess players. It was only at the club that a player had any chance of ascertaining his real strength. (Hear.) The chairman next dwelt upon the great advantage of chess playing to young men as tending to inculcate habits of deep thinking and to quicken their faculties. He cautioned them also always to mistrust antagonists who would offer to present them with a knight or a pawn. He noticed, with feelings of pleasure, the enthusiasm of their neighbours, the Yorkshire chess players, whose annual festivals could not be too highly appreciated, and he trusted the members of the Liverpool Chess Club would imitate their example and continue to persevere in furtherance of the objects they had in view. (Hear, hear, and cheers.) He hoped, that with the aid of the Yorkshire players, the exertions of his friend on his right (Mr. Perigal of London), and of other chess clubs, that they would shortly be able to muster some three or four thousand chess players from all parts at a grand Chess Players' Festival. (Laughter.) It gave him great gratification, and was also esteemed a high honour by the Liverpool Chess Club, that so handsome a deputation had visited them that evening from the London Chess Club; and when that club should give its celebrated dinner, he trusted many of them would be able to return the compliment which had been paid. (Cheers.)

Mr. Spreckley, the honorary secretary, rose to propose a toast in honour of their parent society—a society of which he hoped the Liverpool Club was no unworthy offspring—the London Chess Club. All the chess clubs in England were particularly indebted to that club. It was owing entirely to the spirited conduct of some of its members, that several important contests had taken place. He would name those between Mr. Staunton and Mr. Horwitz—between the latter and Mr. Harrwitz, and others, in which some addition

had been made to the science of chess, and many brilliant games afforded. There was an additional reason why they should do honour to the toast he was about to propose, and that was, because the Secretary of the London Chess Club—himself one of the finest chess players in existence—had honoured them with his company. Mr. Spreckley concluded by proposing "The London Chess Club, and the health of Mr. Perigal," which was drunk with musical honours amid much cheering.

Mr. Perigal acknowledged the compliment. He said it gave him very great pleasure to be among them upon that occasion. He was also happy to be able to say that chess playing, as a science, was flourishing all over the world, but more especially in England, where clubs were forming in every part of the kingdom, so that there was now scarcely a large town without its chess club. He believed that the Liverpool Club were, at the present time able to beat any other provincial club. (Cheers.)

Mr. Tindal Atkinson, in rising to propose the next toast, observed that it had been said by one of the first statesmen of the country that if they would give him the writing of the popular ballads, he cared not into whose hands the government of the country might fall. With regard to its effect upon the national character, he would say, "If you will give to me a nation of chess players, then I care not into whose hands the government might fall." (Cheers.) He said so because he considered that the noble game of chess called into operation some of the highest properties of the human mind; and which properties, being called into active operation, distinguished the intellectual man from the man who was sunk in mere sensual enjoyment; and, in proportion as the game of chess was appreciated and practised, so would the national character be elevated, and a mighty impulse given to man in his progress towards civilization. Mr. Atkinson dwelt at considerable length, and with great eloquence, upon the beneficial effects to be anticipated from the practice of chess, and said that he had risen for the purpose of proposing the health of one man who had distinguished himself among his fellows by his great abilities as a chess player—the health of Mr. Staunton, and the means by which a knowledge of chess had been promulgated and preserved amongst our countrymen. Every man who knew the power of the fourth estate—the public press—would at once admit that it had done good work for chess players. Mr. Staunton had established a journal, the most complete of its kind that had ever been commenced, which had already reached a large circulation; he would propose "The health of Mr. Staunton, and success to 'THE CHESS PLAYER'S CHRONICLE.'" (Drunk with the usual honours, and with the most enthusiastic applause.)

Mr. Duguid, the vice-president, next rose to propose the health of an honorary member of the Liverpool Chess Club; a gentleman who stood in the very first rank of European chess players. He wished it was in his power to do as much justice to the individual whose health he was about to propose, as his learned predecessor (Mr. Atkinson) had done to the English champion among chess players. (Cheers.) All he could do was to call upon them to unite cordially with him in drinking "The health of M. St. Amant, and success to '*The Palamede*,' which had done as much good, and had exercised as favourable an influence for the promotion of the study of chess, as it was possible for any paper to do. (Great cheering.)

The Chairman acknowledged the compliment paid to Mr. Staunton and M. St. Amant, and read letters from those gentlemen apologizing for their unavoidable absence and expressive of the pleasure it would have given them to attend the annual festival of the Liverpool Chess Club. Mr. Staunton, in his note, pledged himself that no engagement whatever of a private nature should prevent his attendance upon the next occasion. (This announcement was received with great cheering.)

Mr. Schwabe proposed the health of Mr. George Walker, one of the most prolific writers of the present day upon their favourite game, and one who had done much to promote its extension. He was unfortunately prevented from being present on that occasion, in person, but he (Mr. Schwabe) could assure the company that Mr. Walker's best wishes were for the success of the Liverpool Chess Club. (The toast was drunk with the usual honours.)

Mr. Sleigh next called upon the company to join with him in drinking the health of the most distinguished personage in the Liverpool Chess Club—the gentleman who had so long and so ably filled the office of president of the club. (Great cheering, which was prolonged for a considerable time.) He could not, in his presence, permit himself to

express what he felt towards their chairman in his private character as a friend, but he hoped those who were present would show how much they respected Mr. Mongredien by the enthusiasm which they would manifest in drinking his health, and that he may long live to preside over the Liverpool Chess Club. (Drunk with musical honours, accompanied with tremendous cheering.)

The Chairman, in acknowledging the compliment, said that he valued highly his connection with the Liverpool Chess Club. He had belonged to it nearly from its commencement, and trusted that his connection with it would endure for many years. It had afforded him a great deal of pleasure in a variety of ways, and the kindness he had received from all the members of the club was exceedingly gratifying to him. (Cheers.)

Mr. Berger proposed the health of the treasurer, Mr. Schwabe. He was happy to be able to congratulate that gentleman and the club, that, at length, there was a balance in hand for him to keep watch over, and he trusted it would continue to increase. (Hear, hear.)

Mr. Schwabe briefly returned thanks.

Mr. Lefevre, in rising to propose the next toast, said that he felt himself placed in rather a *difficult position*; not so difficult, however, as that of those celebrated players, Messrs. Kieseritzky and Harrwitz, in their contest with Mr. Staunton, for he could see the *board*, and a very nice *set of men* round it. (Laughter.) Still he feared he should expose himself to the liability of making some *false move*, conscious as he was, of his *inferior play*, and he begged, therefore, before *commencing the attack* to take some necessary precautions. Lest in his course of his observations he should let slip any Gallicism or sound strange to their ears, he hoped they would permit him to say, once for all, beforehand, *j'adoube*. (Laughter. However *irregular* this *opening* might appear, he hoped by *moving cautiously* to succeed in *solving the problem* entrusted to him; that of proposing that they should drink the health of their honorary secretary, Mr. Spreckley. (Cheers.) A toast was often regarded as a mere piece of formality, but he was sure, upon that occasion, it would be seen that the earnestness which animated him, pervaded all the members present; and, though he might fail to do justice to his subject, he hoped his words would not fail to convey to them, and to their worthy secretary, the conviction of his most heartfelt sincerity. (Cheers.) He was sure they all appreciated the indefatigable exertions of their secretary for the advancement of the club; and when, by any chance, that gentleman was not present, he, for one, felt as though they had lost their most important *piece*. (Laughter.) He did not wish to disparage the obligations of the club to other members of the Committee; but he could have no idea of a Liverpool Chess Club apart from its present honorary secretary. Owing to pressure of business, or some other cause, they had not always the presence of the former gentleman, but their secretary was always at his post; he was, in fact, the prop of their club, and the very soul of its existence. (Great cheering.) Nor should they praise him merely because he was to them a useful man, but also because he was an honour to the club, as being one of the most eminent players of the day. They must be proud to see at their head a President and Secretary between whom and the first players of the age there was not the difference of more than a pawn. What club, either English or foreign, did not know the names of Mongredien and Spreckley? (Cheers.) He ventured to assert that they would arrive at something like an equality with the rulers of chess play. Let them then honour in Mr. Spreckley the enthusiastic lover of the science, to which they might apply what Cicero said of the Belles Lettres—(Laughter)—gentlemen need not be afraid; he would not inflict the quotation upon them. (Great laughter.) But, besides the many advantages enumerated by the Roman philosopher, there was one which, in his time, could not be fully appreciated—that of establishing among individuals of all nations a kind of freemasonry and brotherhood which was bringing men more together from one end of the globe to the other, not only to trade, but also to face each other upon the *chequered* field. To parody the saying of King John of France, "that if good faith was ever banished from the hearts of men it should still find refuge in the hearts of kings," he would hope that if the *entente cordiale* between England and France should for a while be disturbed, it would still find a refuge among the chess players of both nations. (Great cheering.) At chess we might experience, as a certain minister did upon a late occasion, a *check by discovery*, but then we should enter our protest against the *succession of the moves* of our adversary, and not press his *retreat*,

nor sit brooding over the loss even of our *Queen*; and though the younger player may not always be a match for the *old one*, still he would cheerfully maintain the contest and fall nobly. (Roars of laughter.) He felt now, as at chess, that there was no time to be lost; and, therefore, they need not be afraid that he would give their patience a *perpetual check*; but he would at once call upon them to join with him in drinking the health of a gentleman who, bold as a *knight*, true to his *colour* and *line* of conduct as a *bishop*, *draws* largely upon their sympathies, *doubles* the enjoyment at the club, *forces the exchange* of the warmest affection, and *wins* the tribute of their most sincere admiration and friendship. "The health of Mr. Spreckley." (The toast was drunk with hearty applause.)

Mr. Spreckley acknowledged the compliment, and observed that it gave him great pleasure to be able to say that the toast which their chairman had proposed year after year, "Success to the Liverpool Chess Club," seemed to be working out its own fulfilment. Since the year 1843, the club had nearly doubled the number of its members, and it was now admitted to be the largest chess club in the world.

After several other toasts had been duly honoured, the Chairman next called for a bumper to "The Ladies" which was heartily responded to. He then announced that the routine business of the evening was terminated, and that any of the gentlemen were at liberty to volunteer songs and toasts *ad libitum*; and it is perhaps needless to say that the company continued to enjoy themselves to a late hour.

SOLUTIONS TO PROBLEMS IN No. 7.

No. 25.

White.	*Black.*
1. R. checks	B. covers
2. K. Kt. P. 2	Q. Kt. P. 1
3. B. to Kt. 2d	P. on
4. R. to K. B. 8th	P. on
5. R. to K. B. 7th	B. takes R.
	Mate.

No. 26.

White.	*Black.*
1. R. takes P.	K. to Kt. 3d
2. K. to Q. B. 4th	K. takes R., or (A)
3. B. to Q. B. 7th	Mate.
	(A)
2.	K. to B. 3d
3. R. to R. 6th	Mate.

No. 27.

White.	*Black.*
1. Kt. to Q. sq. ch.	K. to K. 7th, (best)
2. Kt. to Q. B. 3d, ch.	K. to B. 7th (best)
3. Kt. to K. 4th, ch.	K. to K. 7th (best)
4. R. to Q. Kt. 3d, dis. ch.	K. to Q. 8th
5. B. to Q. 3d	Anything
6. R. mates	

No. 28.

White.	*Black.*
1. R. takes Kt., ch.	P. takes R.
2. Q. to K. 5th, ch.	K. takes Q.
3. B. to Q. B. 7th, ch.	R. interposes
4. B. to Q. B. 2d	Anything
5. Q. P. 1	Mate.

NOTICES TO CORRESPONDENTS.

CHESS SHIRTS.—Everybody has heard of "Rowing" Shirts, "Cricket" Shirts, "Hunting" Shirts, and the like, with devices emblematical of those pleasant sports. To some even a "check" shirt is no novelty—but who before heard tell of a Chess Shirt? And yet why not? Why should huntsmen, and scullers, and cricketers have their amusements commemorated in "deathless print" and Chess-players pass unnoted and unknown. All our patterns why should they engross? So thought the ingenious deviser of those before us, (himself of a surety an enthusiast in our game) the armour of proof, the Chess Shirt of Messrs. BESEMERES.

PROBLEM No. 14. We are indebted to Dr. Roget, for an 'additional and very elegant' solution of this position as follows:

White.	*Black.*
1. B. to K.'s 6th.	Either Pawn one sq.
2. R. to Q. B.'s 2d.	The other Pawn one sq.
3. K to his B.'s 2d.	K. to Q.'s 6th.
4. B. to K. B.'s 5th.	

Checkmate.

"J. K." Dublin Chess Club.—You are quite right.

"H. J. C. A."—Received with thanks, though far less serviceable than a Problem, with ordinary conditions.

"G. S. S." Liverpool.—They will be very acceptable, as we purpose resuming "Chess in the Provinces" shortly.

"C. B. W." Aldborough.—Is thanked for the Problem which shall have due attention.

"D. P. J.," "I. M." and others.—We cannot spare room to acknowledge Solutions.

Errata.—The Problem No. 2. by C. R. L. in our first Number is to be solved in five not four moves as there expressed; and in Problem No. 3. by Mr. Horwitz, Mate is to be given in five and not six moves as there described.

CALVI'S ELEMENTARY LESSONS.

(Third Lesson concluded from No. 8, p. 62.)

Sixth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K.B. to Q.B. 4th
3. Q. B. P. 1	Q. to K. R. 5th

Black brings out his Queen too soon. He exposes her to an attack which will gain you several moves.

4. Q. to K. 2d	K. Kt. to B. 3d

You play your Q. to K. 2d, to defend the K. P. and K. B. P.

5. Q. P. 1	K. Kt. to his 5th
6. K. Kt. P. 1	Q. to B. 3d

You might have played K. Kt. to B. 3d instead of K. Kt.'s P., and still have had a good game. Let us suppose that you have played it. Black can take K. B. P. with K. B. or with the Queen. If he take with Bishop, you move your K. to Q. Black withdraws his Q. to K. R. 4th, and you bring the Rook to K. B, to take on the following move the K. B. P. with your B., which would give you a good game.

Now let us examine the consequence of his taking K. B. P. with the Queen instead of with the Bishop. You take his Queen with yours. Black will give you check on retaking with Bishop, and you play King to K. 2d. The next move you will play K. R. P. 1, to compel his Knight to withdraw, which will allow you to take K. P. with your Kt., and will gain several moves on your adversary.

7. K. Kt. to R. 3d	Q. P. 1

It is dangerous to move the Kts. to R.'s 3d. because they are liable to be captured with the adverse Bishops;—in this position, they also lose half their strength, being only able to command half a circle.

8. K. B. P. 1	Kt. to K. 6th

Your move is well played. You must always endeavour to withdraw your adversary's pieces,—whether it be by pushing the Pawns on them, or by opposing other pieces.

Black plays his Kt. to K. 6th not to crowd his game—which would be the case had he withdrawn it to Rook 3d.

9. Q. B. tks. Kt.	B. takes B.
10. Q. takes B	B. takes Kt.
11. Q. Kt. to Q. 2d	

In this position, having gained several moves, you have a better game.

Seventh Opening.

1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q B. 4th
3. Q. B. P. 1	Q. B. P. 1

This is a bad defensive move.

4. Q. P. 2	Q. P. 2

If Black, instead of playing Q. P. 2, had taken Pawn with Pawn, you would have checked the King by taking K. B. Pawn with your Bishop.

5. K. B. takes P.	P. takes B.
6. P. takes B.	P. takes P.
7. Q. to R. 4th, ch	

You win a Pawn, and your position is quite as good as that of your adversary.

Eighth Opening.

1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	K. B. P. 1

This move is a worse defence than the preceding one. The King's B.'s Pawn is a dangerous pawn to play at the commencement of the game.

4. B. takes Kt.	R. takes B.
5. Q. to K. R 5th, ch	

On the following move you take the K. R. Pawn, and force your adversary to move his King to protect his Rook.

Ninth Opening.

1. K. P. 2	K. P. 2.
2. K.B.toQ.B.4th	K. B. to Q. B. 4th
3. Q. B. P. 1	Q. R. P 1

Black loses a move by playing the Q. R. P. 1, and allows you time to establish your Pawns in the centre.

4. Q. P. 2	P. takes P.
5. P. takes P.	B. to Q. R. 2d

Instead of taking Pawn with Pawn, you might also have taken the K. B. P. with K. B., checking as we have noticed in the second opening. But you will have as good a game by playing in this manner.

6. Q. B. to K. 3d	Q. B. P. 1

Allgaier says that in this position the game is equal, but I think that White ought to win on account of the good position of his centre Pawns.

7. K. B. to Q. 3d	K. Kt. to B. 3d

If instead of playing K. B. to Q. 3d, you had brought out the Q. Kt. to B. 3d, Black would have played Q. Kt. P. 2, and on the following move, push on the Pawn, compelling your Kt. to retreat ingloriously to his own square.

8. Q. Kt. to B. 3d	Q. P. 1
9. K. R. P. 1	King castles.

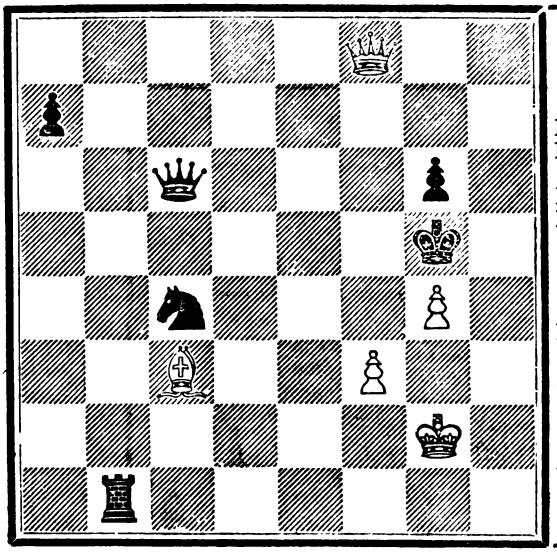
You play K. R. P. 1, to prevent his bringing his Bishop to K. Kt. 5th.

Your adversary having castled, you ought to push on the King's B. Pawn two squares, then bring your Queen to K. B. 3d, and form an attack by playing your K. Kt. and K. R. Pawns.

In the next lesson we will analyse the defence Black ought to make against the move of Q. B. P. one square played on the third move, and we will review the eleven openings which the author of the "Encyclopædia of Chess" devotes to this opening.

Black.

PROBLEM No. 7.



White to Mate in three moves.

White.

CALVI.

PROBLEM No. 8.

White.

K. on his Kt.'s 2d
R. on K.'s 5th
R. on Q.'s 7th
B on K.'s 2d
Pawns on K. R. 4th, and K. B. 6th.

Black.

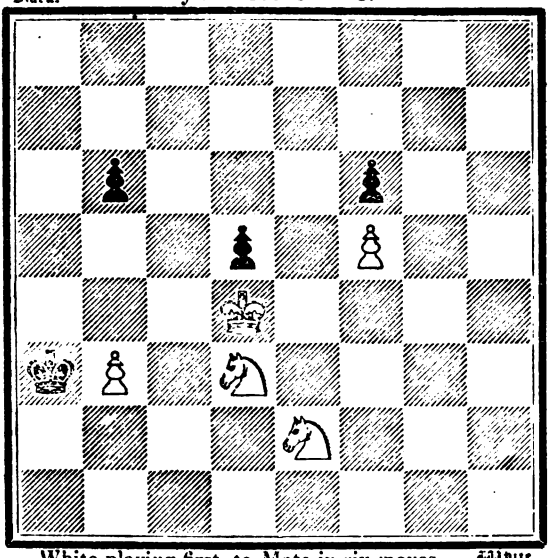
K. on his R.'s 3d.
R. on Q. Kt.'s 7th
B. on Q.'s 5th
Pawns on Q. B.'s 2d, Q. B.'s 7th, Q.'s 7th, K. R.'s 2d, and K. Kt.'s 3d.

White to Mate in three moves.

PROBLEM No. 33.

By Mr. Mc G——y.

Black.

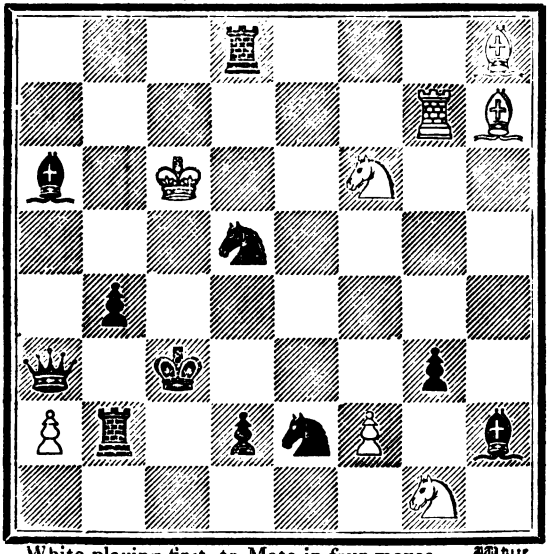


White playing first, to Mate in six moves. White.

PROBLEM No. 34.

By Mr. Mc G——y.

Black.

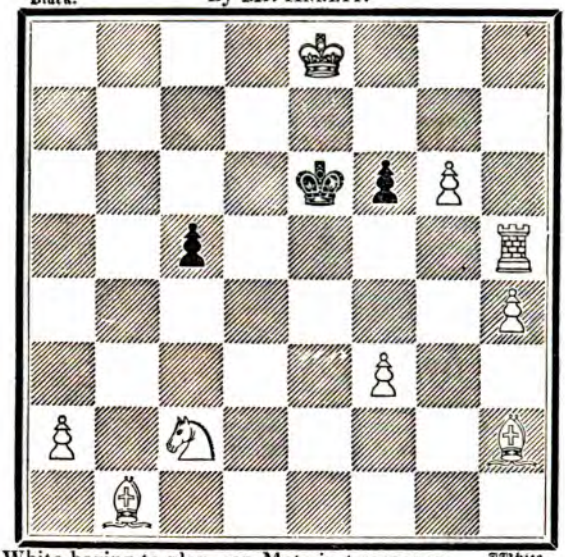


White playing first, to Mate in four moves. White.

PROBLEM No. 35.

By Mr. ANNETT.

Black.

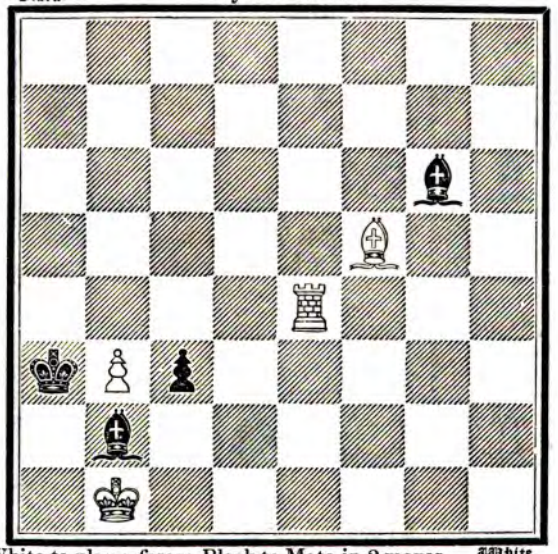


White having to play, can Mate in two moves. White.

PROBLEM No. 36.

By Mr. CLARE.

Black.



White to play: forces Black to Mate in 2 moves. White.

THE

Chess Player's Chronicle.

No. 10. NEW SERIES. | SATURDAY, MARCH 6, 1847. | PRICE THREE PENCE.

CHESS IN LIVERPOOL.

Smart little Game of a Match now pending between the Hon. Secretary of the London Chess Club and Mr. SPRECKLEY, Secretary of the Liverpool Chess Club.

White. Mr. P.	*Black.* Mr. S.
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. B. P. 1	Q. P. 1 (*a*)
5. Q. Kt. P. 2	B. to Kt. 3d.
6. Q. R. P. 2	Q. R. P. 1
7. Q. P. 2	Q. to K. 2d (*b*)
8. P. takes P.	Kt. takes P.
9. Kt. takes Kt.	Q. takes Kt.
10. Castles	Kt. to B. 3d
11. K. R. P. 1	Q. B. tks. K. R. P. (*c*)
12. B. to K. 3d	Kt. to Kt. 5th
13. R. to K. sq.	Q. to R. 7th, ch.
14. K. to B.	Q. takes P. ch.
15. K. to K. 2d	Kt. takes B.
16. Q. to Q. 3d	Kt. takes B.
17. Q. takes Kt.	Q. takes P., ch.
16. K. to Q. sq.	B. to K. Kt. 5th, ch.
19 R. to K. 2d	B. takes R., ch.
20. Q. takes B.	Q. takes Q.
21. K. takes Q.	

And White resigns.

Notes.

(*a*) Not so good a defence, Mr. Spreckley, as—4. K. Kt. to B. 3d.
(*b*) This is a better move in the Giuoco Piano than taking P. with P.
(*c*) Bold, but well played.

BLINDFOLD CHESS.

Game played at the London Chess Club by Mr. HARRWITZ, blindfold, against Messrs. SLOUS and HORWITZ consulting, the latter giving the odds of Queen's Rook.

(White's Q. R. must be removed from the Board.)

White. (Messrs. S. & H.)	*Black.* (Mr. H, *Blindfold*)
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. Kt. to B. 3d
3. K. Kt. to B. 3d (*a*)	Q. Kt. to B. 3d (*b*
4. K. Kt. to Kt. 5th	Q. P. 2
5. P. takes P.	Q. Kt. to R. 4th
6. B. checks	Q. B. to Q. 2d
7. Q. to K. 2d	K. B. to Q. 3d
8. B. takes B., ch.	Q. takes B.
9. Q. B. P. 2	Castles K. R.
10. Q. Kt. P. 1	Q. to K. B. 4th
11. Q. P. 1	B. to Q. Kt. 5th, ch
12. B. to Q. 2d	Q. takes Kt.
13. B. takes B.	Q. to B. 8th, ch.
14. Q. to her sq.	Q. takes Q., ch.
15. K. takes Q.	Q. Kt. P. 1
16. B. takes R.	K. takes B.

White. (Messrs. S. & H.)	*Black.* (Mr. H, *Blindfold.*)
17. Q. Kt. to B. 3d	Q. R. P. 1
18. R. to K. sq.	R. to K. sq.
19. Q. Kt. P. 1	Q. Kt. to Q. Kt. 2d
20. Q. R. P. 2	K. Kt. to K. Kt. 5th
21. K. B. P. 1	Kt. to R. 3d
22. K. Kt. P. 2	K. B. P. 2
23. K. Kt. P. 1	Kt. to B. 2d
24. K. R. P. 2 (*c*)	Kt. to K. R. sq. (*d*
25. P. to Q. 4th	P. takes P.
26. R. takes R., ch.	K. takes R.
27. Kt. to K. 2d	Kt. to Q. 3d
28. Q. B. P. 1	P. takes P.
29. P. takes P.	Kt. to Q. B. 5th
30. Kt. takes P.	Kt. to K. 6th, ch.
31. K. to Q. 2d	Kt. takes Q. P.
32. Kt. takes K. B. P.	K. Kt. P. 1
33. Kt to K. 3d	Kt. takes Kt.
34. K. takes Kt.	K. to Q. 2d
35. K. to Q. 4th	K. to K. 3d
36. K. to Q. B. 4th	Kt to B. 2d
37. K. to Q. Kt. 4th	K. to Q. 4th
38. K. to Q. R. 5th	K. takes P.
39. K. takes P.	K. to B. 3d
40. K. to R. 7th	Kt. to K. 4th
41. K. B. P. 1	Kt. to B. 6th
42. Q. R. P. 1	Kt. to Q. 5th
43. K. to Kt. 8th	Kt. to K. 3d (*e*)
44. Q. R. P. 1	Kt. to Q. B. 4th
45. Q. R. P. 1	Kt. to Q. 2d, ch.
46. K. to B. 8th	Kt. to Kt. 3d, ch.
47. K. to Kt. 8th	K. to Q. 2d (*f*)
48. K. to Q. Kt. 7th	K. to Q. 3d
49. K. B. P. 1	P. takes P.
50. K. R. P. 1	K. B. P. 1
51. K. Kt. P. 1	P. takes P.
52. K. R. P. 1	K. B. P. 1
53. K. R. P. 1	K. B. P. 1
54. K. R. P. Queens	P. Queens
55. Q. to Q. 8th, ch.	Kt. to Q. 2d
56. Q. tks. Q. B. P., ch	K. to his 2d
57. Q. R. P. Queens	Q. to K. B. 6th, ch.
58 Q. to Q. B. 6th	Q. to Q. Kt. 6th, ch.
59. K. to Q. B. 7th	Q. to K. Kt. 6th, ch.
60. K. to Q. B. 8th	

And Black resigns.

Notes.

(*a*) Both the German "Handbuch," and Major Jaenisch in his "Nouvelle Analyse," recommend Q.'s P. one, instead of this sortie of the Kt.

(*b*) This brings us to the first position of the two Knights' game, an opening decidedly inferior for the second player when odds are given.

(*c*) It is not often, in a game so far advanced, that either party retains his complement of Pawns, as White does here.

(*d*) The object of this voluntary retirement of the Kt. is too profound for us to fathom.

(*e*) This was surely an error. With the board before him, Mr. Harrwitz would have made short work of the enemy's Pawns, but now they are likely to prove too many for him.

(*f*) Better to have played for the drawn game by checking again with the Kt.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 3, 4. 5, & 6.

No. 3.

White.	*Black.*
1. Kt. to K. B. 8th	K. Kt. P. 2
2. P. takes P., *en passant*	K. R. P. 1
3. Pawn gives checkmate	

And wins.

No. 4.

White.	*Black.*
1. B. to K. 8th, ch.	K. to R.
2. B. to his 7th, ch,	K. to R. 2d
3. B. to K. Kt. 6th	

Mate.

No. 5.

White.	*Black.*
1. R. to Q. 7th, ch	Kt. takes B. (1)
2. Kt. to K. B. 6th	What he can
3. R. to K R. 7th	Mate.

(1) If instead of taking Bishop, Black plays King to Kt., White checks with Kt. at B. 6th, and mates with Rook at K. B. 7th.

No. 6.

White.	*Black*
1. Q. R at his sq., ch.	R. covers
2. K. R. to Q. R. 4th, ch.	R. takes R. (2)
3. P. 1 sq.	Mate.

(2) If Black, instead, take with Pawn, White equally gives mate with Pawn.

CHESS AT BRIGHTON.

Game played between CAPTAIN KENNEDY and MR. STAUNTON, the latter giving the odds of Pawn and two moves.

(*Remove K. B. P. from the board.*)

(*White.* (Captain K.)	*Black.* (Mr. S.)
1. K. P. 2	
2. Q. P. 2.	K. P. 1
3. K. B. to Q. 3d	Q. Kt. P. 1 (*a*)
4. Q. B. P. 2	Q. B. P. 2
5. Q. P. 1	Q. P. 1
6. K. P. 1 (*b*)	K. Kt. P. 1
7. Q. P. takes P.	Q. B. to Q. Kt. 2d (*c*)
8. Q. to K. Kt. 4th	K. Kt. to K. 2d
9. Q. to K. B. 4th	K. Kt. to K. B. 4th
10. K. B. takes Kt.	P. takes B.
11. Q. takes P.	Q. to Q. B. 2d
12. P. takes P.	K. B. takes P.
13. Q. to K B. 7th, ch	Q. takes Q.
14. P. tks. Q., ch. (*d*)	K. takes P.
15. K. B. P. 1	Kt. to Q. B. 3d
16. K. Kt. to K. 2d	Q. R. to K.
17. K. to K. B. 2d	Kt. to Q. Kt. 5th
18. Q. Kt. to R. 3d	Kt. to Q. 6th, ch (*e*)
19. K. to K. B.	K. R. to K. Kt.
20. Q. Kt. to Q. Kt 5th	K. B. to Q. Kt.
21. Q. R. to Kt.	K. R. P. 2
22. Q. Kt. to B. 3d	K. R. P. 1
23. K. R. P. 1	Q. R. to K. 3d
24. Q. Kt. to Q. 5th	B. takes Kt.
25. P. takes B.	Q. R. to K. Kt. 3d
26. K. Kt. P. 2	P. takes P. *en pas.*
27. K. to Kt. 2d	K. R. to K.
28. Kt. to Q. B. 3d	Kt. to K. 8th, ch.
29. R. takes Kt.	R. takes R.
30. B. to Q. 2d	R. takes R.
31. Kt. takes R.	R. to Kt.
32. Kt. to B. 3d	R. to Q.
33. Q. R. P. 2	Q. R. P. 1
34. B. to K. 3d	B. to K. 4th
35. B. to K. Kt. 5th	R. to Q. 2d
36. K. B. P. 1	B. takes Kt.
37. P. takes B.	R. takes P.

And Black ultimately won.

Notes.

(*a*) This is an error well taken advantage of by Captain Kennedy, whose opening is admirably played.

(*b*) An excellent move, and one to which Black has no satisfactory answer.

(*c*) To prevent his B. going to K. 4th.

(*d*) White did unwisely to permit his opponent to escape from his jeopardy.

(*e*) It is now Black's turn to conduct the attack.

Game played between M. KUIPER, Professor of Chess, and an AMATEUR.

White. (M. K.)	*Black.* (AMATEUR.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Castles	Q. P. 1
5. K. R. P. 1	K. R. P. 1
6. Q. P. 1	K. Kt. to B. 3d
7. Q. Kt. to B. 3d	Q. B. to K. 3d
8. B. to Q. Kt. 3d	Q. Kt. to K. 2d
9. Q. Kt. to K. 2d	Castles
10. Q. Kt. to K. Kt. 3d	Q. B. P. 1
11. K. Kt. to R. 4th	K. Kt. P. 2
12. K. Kt. to B. 3d	K. Kt. to R. 2d
13. K. Kt. to R. 2d	B. takes B.
14. Q. R. P. takes B.	K. B. P. 2
15 Q. to K. R. 5th	K. to Kt. 2d
16. P. takes P.	Kt. takes P.
17. Kt. takes Kt.	R. takes Kt.
18. Kt. to his 4th	R. to K. B. 3d
19. Kt. takes R.	Kt. takes Kt.
20. Q. to K. 2d	Q. R. P. 1
21. B. to K. 3d	Kt. to Q. 2d
22. B. takes B.	Kt. takes B.
23. K. Kt. P. 1	Q. to Q. 2d
24. K. to Kt. 2d	Kt. to K. 3d
25. Q. B. P. 1	K. R. P. 1
26. Q. takes R. P.	R. to K. R. square
27. Q. to K. Kt. 4th	

And wins.

CHALLENGE TO THE CHESS AMATEURS OF ENGLAND FOR ONE THOUSAND DOLLARS A SIDE.

We have received a communication from Mr. Stanley, the best chess player in the United States, expressive of his readiness to play a match of twenty-one games, in New York, for the above amount of stake on each side, with any amateur in England, except Mr. Staunton, and to allow the sum of 250 dollars to be deducted for travelling expenses from the joint stakes, "win or lose," by any gentleman who may be disposed to accept his cartel, and pay a visit to America. All communications on the subject to be addressed to the Editor of the *Chess Player's Chronicle*, King William Street, Strand, who is empowered to adjust the terms, and settle all necessary preliminaries for the playing the match this spring.

We shall be delighted to hear that Mr. Stanley's challenge is accepted, but we apprehend the terms are not sufficiently inviting. To give himself a chance of a competitor, he should guarantee the full expenses of travelling. There are at least half a dozen amateurs here who would rejoice at an opportunity of playing such a match with Mr. Stanley in England, but who have little stomach for a journey of 8,000 miles, especially upon a doubtful errand, and at half their own expense.

SOLUTIONS TO PROBLEMS IN No. 8.

No. 29.

White.	*Black.*
1. Q. to K. Kt. 8th, ch.	K. to Q. 2d
2. Kt. to Q. Kt. 6th, ch.	K. to K. 3d
3. Q. to K. Kt. 6th, ch.	Q. interposes
4. Kt. to Q. B. 5th, ch.	R. takes Kt.

Mate.

No. 30.

White.	*Black.*
1. B. to K. 8th	K. to Q. R. 3d
2. K. to Q. B. 3d	K. to Q. Kt. 3d
3. B. takes P.	K. takes B.
4. R. to K. R. 6th	K. to Q. R. 5th
5. R. to K. R. 5th	K. to Q. R. 6th
6. R. to Q. R. 5th	

Mate.

No. 31.

White.	*Black.*
1. B. to Q., dis. ch.	K. takes Kt. (best)
2. P. to Q. 8th, becomes a Kt. dis. ch	Q. takes Q. (best)

3. Kt. to K. 6th and play as Black can, the Kt. mates next move.

No. 32.

White.	*Black.*
1. Q. to her 5th	Kt. takes Q. (best)
2. Kt. to Q. B. 6th, ch.	K. to K. B. 4th
3. K. P. 2, ch.	K. takes P.
4. R. takes P. ch.	K. to K. B. 4th
5. Kt. to Q. 4th	

Mate.

NOTICES TO CORRESPONDENTS.

"M. T. C. R." Devonport.—We reply to your inquiries *seriatim*. 1st. Mr. Petroff has never visited England, or played with the gentleman named. 2d. V. H. der Laza has not yet entered the lists with either. 3d. The player named is still in the field, but is not considered to have improved in his game. 4th. The games between Messrs. Horwitz and Staunton, Harrwitz and Staunton, and Harrwitz and Horwitz, were all taken down, and will be found in Volume 7 of this Magazine;—and 5th, Mr. Daniels died of consumption, the latter end of the year 1845.

"H. J. G. A."—The position is certainly curious, and deserves publicity.

"Puttino."—Your problems and suggestions shall not be forgetten.

"A Chess Student" is thanked for the hint. The subject has for some time engaged the attention of the Editor, but the limited space at his command is an obstacle to his doing all that might be necessary.

"Εἰδώλον"—There is scarcely the "shadow of a shade" between your "somewhat remarkable position from actual play" and a problem of Gianutio's. The number and situation of the chief pieces are the same, the conditions are the same, and the only variation consists in the addition of an extraneous Pawn.

"T. B. P."—The concluding sentence of the paragraph in our last, concerning the New Chess shirt, is unintelligible, from the omission of a clause. It should have read, "So thought the ingenious designer of those before us, and should his fanciful devices please the Clubs, we may hereafter look to see the combatants in every match habited, like knights of old, in their armour of proof, &c." Thanks to you for pointing out the *hiatus*.

"J. G. B." Edinburgh.—Welcome again. The best shall appear ere long.

"J. W."—We shall be glad to have occasion to express our obligations frequently. Positions so well and carefully constructed are always acceptable.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 70.)

Fourth Lesson.

First Section.

Tenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B. to Q.B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	Q. P. 2

The invention of Black's last move of defence belongs to Mr. Lewis.

4. Bp. takes P. | K. Kt. to B. 3d

If instead of taking with Bishop, you had taken with Pawn, Black would have taken your K. B. Pawn, giving check, and on the following move he would have checked with Queen at K. R. 5th, regaining the Pawn and securing a good position. Black brings his Knight out, with the intention of regaining his Pawn by taking your Bp. In this situation you have several moves to play. Mr. Lewis has given, in his treatise, a very able and lengthy analysis of this opening. We we will only show the principal method of pursuing the attack and defence.

If you play the Queen to K. B. 3d, he takes Bp. with the Knight and Castles on the following move. If you give check with Queen at her Rook 4th, he plays Q. B. Pawn one square. In this position you can take the K. B. P. with your Bishop checking, but Black withdraws his King to K. B. square, and his game would be preferable.

If you play the Queen to Q. Kt. 3d, he castles, and if you take the Q. Kt. P. with your Bp. he takes Bp. with Bp., and then brings the Queen to her sixth square, and forms an irresistible attack.

If you push the Queen's Pawn two squares he takes P. with Pawn, and you retake with yours. In this case he gives you check with Bishop at Q. Kt. 5th, and the following move takes your Bp. with Knight, which will still give him the attack.

5. Q. to her Kt. 3d | King Castles

The Queen posted on her Kt. 3d, defends the Bp. which would be taken by the Kt., and attacks the K. B. Pawn.

Black castles to defend the K. B. P. and brings his Rook into play.

6. K. Kt. to B. 3d | Q. B. P. 1

(See Walker's Art of Chess Play.)

Black could play K. Kt. to his 5th, instead of Q. B. Pawn 1.

In that case you would play Q. P. two squares, and have a good game. He could also bring his Knight to Queen's 2d, to support his King's Pawn. Your reply to this move should be Q. P. 1.

7. K.Bp.takes K.B.P.(ch) | R. takes Bp.

Instead of taking Bp. with Rook, Black could play his King to Rook, square. Supposing he did so, you ought to play in the following manner.

Q. P. 2	P. takes P.
K. P. 1	Q. to K. 2d
King Castles	R. takes Bp.
P. takes Kt.	Q. takes P.
P. takes P.	

Your game is preferable to that of Black's.

8. K.Kt. takes K.P. | Q. to K. 2d.

If instead of playing Q. to K. 2d., Black should take your K. B. P. checking, your proper play would be to move the King to B. square, for if you took the Bishop, he would bring his Knight to his 5th, giving you double check, and you would lose the Knight, which in this position is the chief support of your game.

9. Q. takes R. ch.	Q. takes Q.
10. Kt. takes Q.	K. takes Kt.

You now play Q. P., 2 squares and on the following move, K. B. P. 1 square, then the move of King to Bishop 2nd, to support the Pawn on their march. Your position is very good. With regard to the relative strength of the belligerents, you have an extra Pawn. Two small pieces are equal to a Rook and two Pawns.

Variation from Black's fifth move.

6. Q. takes Kt.	Kt. takes B. Q. to K. Kt, 4th

If instead of taking with Queen, you had taken with the Pawn, Black would have had a better game. Black could also have exchanged Queens. In that case you should have played as follows:

K. P. takes Q. Q. B. P. 1 sq Q. Kt. P. 1 sq	Q. Kt. to Q. 2d Q. Kt. to her 3d

If you had played Q. P. instead of Q. Kt. Pawn, your game would have been compromised.

7. K. Kt. P. 1	Kt. to Q. 2d.

Black could have withdrawn his B. to Q. Kt. 3d, but you should equally have played the following move.

8. K B. P. 2 sq.	Q. to K. B. 3d.
9. K. Kt. to K. 2d.	Q. B. P. 1

Had Black, at the 9th move, castled, instead of playing Q. B. P. one square, you should have played Queen's Pawn, and your game would have been better opened.

10. Queen to her 3d.

You withdraw the Queen to her 3d. to post her on K. B. 3d. square, which will give you a good position.

Eleventh Opening.

White.	*Black.*
1. K. Pawn 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. B. P. 1	Q. to K. 2d

This is a good defensive move for Black, it prevents you from playing the Queen Pawn two squares.

4. K. Kt. to B. 3d | Q. Pawn 1

The bringing your Knight to B. 3d is a good move. Had you played, instead, K. B. P. two squares, Black could have taken the K. Kt. with his Bp, you retake with Rook, and he gains a piece by playing the Queen to her Bp. 4th. Supposing that you did play the K. B. Pawn two squares, Black could not take Pawn with Pawn, without exposing himself to an attack, difficult to defend—as may be judged from the following mode of play.

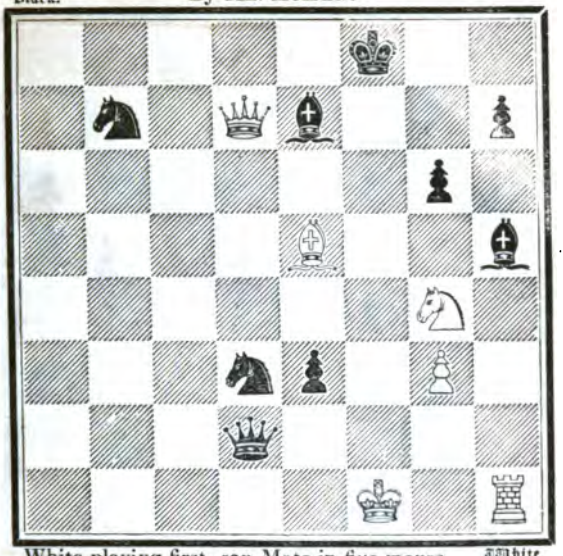
Q. P. 2 sq.	K. P. takes P.
K. to B. 2d	Q. takes K. P. (ch
K. Kt. to B. 3d	K. Bp. to K. 2d
R. to K.	K. Kt. to B. 3d
K. to Kt.	K. Kt. to his 5th, ch
B. takes Kt.	Kt. to K. 6th
Q. Kt. to Q. 2d	Pawn takes Bp.
Q. Kt. to K. B.	Q. to K. B. 5th
Kt. takes P.	King Castles.

Black, although a Pawn minus, has a better game. We will, next week, analyse Black's fourth move (Q. P. 1).

PROBLEM No. 37.

By Mr. Kuiper.

Black.



White playing first, can Mate in five moves. White.

PROBLEM No. 38.

By the same Author.

Black.

White to play, and Mate in five moves. White.

PROBLEM No. 39.

By W. H. C.

Black.

White to move, and win in three moves White.

PROBLEM No. 40.

By Mr. C. KENNY.

Black.

White to move, and win in four moves. White.

THE

Chess Player's Chronicle.

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CHESS AT BRIGHTON.

Game played between Mr. Staunton and Captain Kennedy, the former giving the odds of Pawn and two moves.

(*Remove Black's K. B. Pawn.*)

(*White.* (Captain K.)	*Black.* (Mr. S.)
1. K. & Q. P. 2	K. P. 1
2. K. B. to Q. 3d	Q. B. P. 2
3. P. takes P.	Q. checks
4. Q. Kt. to B. 3d	B. takes P.
5. K. Kt. to B. 3d	Q. R. P. 1
6. Castles.	Q. Kt. to B. 3d
7. Q.B. to K.B.4th	K. Kt. to K. 2d
8. Q. R. P. 1	K. Kt. to Kt. 3d
9. Q.B. to K.Kt. 3d	Q. to Q. sq.
10. K. P. 1	Castles (*a*)
11. B. takes Kt.	P. takes B.
12. Q. to Q. 3d	Kt. to K. 2d
13. B. to K. R. 4th	Q. P. 2.
14. B. takes Kt. (*b*)	Q. takes B.
15. Q. tks doubled P.	R. to K. B. 4th
16. Q. Kt. to K.2d	B. to Q. 2d
17. Kt. to K. Kt.3d	Q. to K. B. 2d (*c*)
18. Q. takes Q. (ch	R. takes Q.
19. Q. B. P. 1	Q. R. to K. B.
20. K. Kt. to Q.4th	B. takes Kt.
21. P. takes B.	B. to Q. Kt. 4th
22. K. R. to Q. B.	R. takes K. B. P.

White. (Capt. K.)	*Black.* (Mr. S.)
23. Q. Kt. P. 1	R. to Q. 7th
24. Q. R. P. 1	B. to B. 3d
25. R. to K. B.	R. takes R. (ch
26. R. takes R.	R. takes Q. P.
27. K. to B. 2d	R. to Q. Kt. 5th
28. Kt. to K. 2d	R. to K. 5th
29. Kt. to Q. B.	R. takes K. P.
30. Kt. to Q. 3d	R. checks
31. K. to Kt.	R. takes R. (ch
32. K. takes R.	K. to B. 2d
33. K. to B. 2d	K. to B. 3d
34. K. Kt. P. 2	K. Kt. P. 2 sq
35. K. to Kt. 3d	K. P. 1
36. K. R. P. 2	P. takes P. (ch
37. K. takes P.	K. P. 1
38. P. checks	K. to B. 4th
39. Kt. to Q. B. 5th	Q. R. P. 1 (*d*)
40. K. to R. 5th	Q. Kt. P. 1
41. K. Kt. P. 1 (*e*)	P. takes Kt.
42. K. Kt. P. 1	B. checks
43. K. to R. 6th	B. to B. 2d

And Wins.

Notes.

(*a*) It was impossible to sustain the Knight eventually.
(*b*) P. takes P. in passing, would have been much better play.
(*c*) If B. to K. sq., White would have taken R. with Kt.
(*d*) To prevent the escape of the Knight.
(*e*) He has no better move apparently.
(*f*) This and the preceding game in our last, between the same players, are much below the average standard of their games.

BLINDFOLD CHESS.

Mr. HARRWITZ plays blindfold, against Messrs. PERIGAL and HORWITZ consulting, the allied party giving the odds of Queen's Rook, which must be removed from the Board.

White. Messrs. P. and H.	*Black.* Mr. HARRWITZ, *Blindfold.*	*White.* Messrs. P. and H.	*Black.* Mr. HARRWITZ, *Blindfold.*
1. K. P. 2	K. P. 2	17. B. to Q. 3d	P. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	18. B. takes P.	K. R. to Kt. sq.
3. K.B. to Q.B. 4th	K.B. to Q.B. 4th	19. K. B. P. 1	Q. to K. 4th
4. Q. Kt. P. 2	B. takes Kt. P.	20. Q. to Q. 2d (*b*)	Kt. to K. 2d
5. Q. B. P. 1	B. to Q. B. 4th	21. K. B. P. 1	Kt. to Kt. 3d
6. Castles.	Q. P. 1	22. Kt. to Q. Kt. 5th (*c*	Q. takes B.
7. Q. P. 2	P. takes P.	23. Kt. takes B. P. (*d*	Q. to K. R. 5th
8. P. takes P.	B. to Kt. 3d	24. Kt. takes R.	Kt. to K. 4th
9. Q. B. to Kt. 2d	K. Kt. to B. 3d	25. K. Kt. P. 1	Q. Kt. P. 1
10. Q. P. 1	Q. Kt. to K. 2d	26. Kt. to Q. B. 7th	Q. B. to Q. 2d
11. B. takes Kt.	P. takes B.	27. R. to K. B. 4th	Q. to K. R. 6th
12. Kt. to Q. 4th (*a*)	B. takes Kt.	28. Q. to Q. Kt. 4th	R. takes Kt. P., ch.
13. Q. takes B.	Kt. to K. Kt. 3d	29. P. takes R.	Q. takes P., ch.
14. K. B. P. two	Q. to K. 2d	30. K. to B. sq.	Q. B. to R. 6th, ch.
15. Kt. to B. 3d	P. to K. B. 4th	31. K. to K. 2d	B. to Kt. 5th, ch.
16. B. to Kt. 5th, ch.	K. to B. sq.	32. K. to B.	

After many moves, given up as drawn game.

Notes.

(*a*) This mode of playing we prefer to moving Kt. to K. R. 4th.

(*b*) The whole of this game is well played by the allies.

(*c*) Beautifully conceived. They are sure to recover more than an equivalent if the Bishop be taken.

(*d*) Threatening mate as well, to win the Rook.

Game played at the London Chess Club, by Mr. HARRWITZ, blindfold, against Messrs. HORWITZ and VON CARNAP, consulting. The latter giving the odds of Queen's Rook, which must therefore be removed from the board.

White. (MM. H. & V. C.)	*Black.* (Mr. HARRWITZ.)	*White.* (MM. H. & V. C.)	*Black.* (MR. HARRWITZ.)
1. K. P. 2	K. P. 2	17. Q. to Q. 3d	Kt. to K. Kt. 3d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	18. Q. Kt. to B. 3d	K. B. P. 1
3. Q. B. P. 1	Q. P. 2	19. K. Kt. to K. 4th	K. B. to Q. R. 2d
4. K.B. to Q.Kt.5th	P. takes P.	20. Q. to K. Kt. 3d	Q. Kt. P. 2
5. Kt. takes P.	Q. to Q. 4th	21. Q. Kt. P. 1	Q. Kt. P. 1
6. Q. to Q. R. 4th	K. Kt. to K. 2d	22. Q. Kt. to K. 2d	Q. to K. 2d
7. K. B. P. 2	P. takes P. (*en pass.*	23. Q. to Q. 3d	Q. R. to K.
8. Kt. takes P.	Q. B. to K. 3d	24. K. Kt. to Kt. 3d	Q. B. to K. Kt. 5th
9. Castles	Q. R. P. 1	25. Q. Kt. to Q. 4th	Kt. to K. 4th
10. Q. B. P. 1	Q. to Q. sq.	26. Q. to Q. 2d	B. takes Kt.
11. B. takes Kt., ch.	Kt. takes B.	27. Q. takes B.	K. B. P. 1
12. Q. P. 2	Q. B. to Q. 2d	28. K. R. P. 1	Q. to K. R. 5th
13. Q. to Q. Kt. 3d	K. B. to K. 2d	29. Q. B. to K. B. 4th	Kt. to Kt. 3d
14. Q. P. 1	K.B. to Q.B.4th, ch.	30. B. takes Q. B. P.	K. B. P. 1
15. K. to R. sq.	Kt. to K. 2d	31. Kt. to K. 4th	K. B. P. 1
16. K. Kt. to his 5th	Castles	32. Kt. to K. B. 2d	P. takes P. ch.

And White resigns.

Game played at the London Chess Club between Mr. W. P——G and Mr. Lowe.

Black. (Mr. P.)	*White.* (Mr. L.)	*Black.* (Mr. P.)	*White.* (Mr. L.)
1. K. P. 2	K. P. 2	18. K. B. to Q. 3d	Q. R. P. 1
2. K. Kt. to B. 3d	Q. P. 1	19. Q. Kt. to K. B. 3d	Q. Kt. to his 3d
3. K. B. to Q. B. 4th (*a*)	K. B. to K. 2d	20. K. Kt. to K. B. 5th	Q. Kt. to Q. 2d
4. Q. P. two	K. Kt. to B. 3d	21. Q. Kt. to R. 4th	Q. B. takes Q. R. P.
5. Q. to K. 2d	Q. B. to K. Kt. 5th	22. Q. to K. B. 3d	K. to B. 2d
6. P. takes P.	P. takes P.	23. Kt. takes B, ch.	P. takes Kt.
7. B. takes K. B. P. ch.	K. to B. sq. (*b*)	24. Q. B. to K. 3d (*c*)	K. R. P. 1
8. B. to Q. Kt. 3d	Q. Kt. to B. 3d	25. Q. to K. Kt. 2d (*d*)	K. Kt. P. 2
9. Q. B. P. 1	K. B. to Q. 3d	26. Kt. to K. B. 5th	Q. R. to K. Kt. sq.
10. Q. B. to K. Kt. 5th	Q. to K. sq.	27. Q. R. to Q. 2d (*e*)	Q. B. to K. 3d
11. K. R. P. 1	B. to R. 4th	28. Q. to K. B. 3d (*f*)	Q. P. 1
12. K. Kt. P. 2	B. to K. Kt. 3d	29. Kt. to K. Kt. 3d	K. R. P. 1
13. Q. Kt. to Q. 2d	Q. Kt. to Q. R. 4th	30. K. P. takes P.	B. takes P.
14. K. B. to Q. B. 2d	Q. to Q. B. 3d	31. B. to K. 4th	B. takes B.
15. Castles, K. R.	Q. Kt. P. 2	32. Kt. takes B.	K. to K. sq.
16. Q. R. to Q.	Q. B. to K. B. 2d	33. Kt. to Q. 6th, ch.	K. to K. 2d
17. K. Kt. to R. 4th	Q. Kt. to Q. B. 5th	34. Q. takes Q.	

And wins.

Notes.

(*a*) This move may be made without disadvantage, but it is certainly not so strong as playing Q. P. two.

(*b*) A very young player may see why he refused to take the Bishop.

(*c*) Intending to play K. Kt. P. on next move.

(*d*) To advance the K. B. P.; but retiring the Queen at this point was not good play.

(*e*) We should have preferred taking Q. P. with the Kt., ch.—and if the Kt. were taken, playing B. to Q. B. 4th, checking, &c.

(*f*) This shows manifestly that Black lost ground in retreating his Queen.

CHESS IN INDIA.

The following is the sixth game of the Match between a "European" and "Native," mentioned in our last volume, page 374.

White. (Native.)	*Black.* (European.)	*White.* (Native.)	*Black.* (European.)
1. Q. P. 2	Q. P. 2	24. K. P. takes P.	R. takes K. B. P.
2. Q. Kt. to Q. B. 3d	K. P. 1	25. K. to Q. Kt. sq	R. to K. Kt. 5th
3. K. P. 1	K. B. to Q. Kt. 5th	26. Q. to K 2d	K. R. P. 2
4. B. to Q. 2d	B. takes Kt.	27. R. takes R.	B. takes R.
5. B. takes B.	K. Kt. to K. B. 3d	28. Q. to K. 3d (*b*)	Q. B. to K. B. 6th
6. K. B. P. 1	Q. B. P. 1	29. R. to Q. B. sq (*c*	Q. to K. Kt. 5th
7. K. B. to Q. 3d	Castles	30. B. to K. 7th	Q. to Q 2d
8. K. Kt. P. 2	Q. to B. 2d	31. B. to K. Kt. 5th	Q. to K. 3d
9. Q. to K. 2d	Kt. to K. sq	32. R. to Q. B. 2d	Q. Kt. P. 1
10. Castles	K. B. P. 2	33. Q. Kt. P. 1	Q. to Q. 4th
11. K. B. P. 1	K. Kt. to K. B. 3d	34. R. to Q. 2d	Q. R. P. 1
12. P. takes P.	P. takes P.	35. B. Kt. 7th	R. to Q. B. 2d
13. Kt. to K. B. 3d	Kt. to K. 5th	36. B. to Q. 6th	R. to K. B. 2d
14. B. takes Kt.	K. B. P. takes B.	37. K. to Kt. 2d	Q. R. P. 1
15. Kt. to K. 5th	Kt. to Q. 2	38. R. to Q. B. 2d	R. to Q. 2d
16. Q. R. to Kt. sq	Kt. takes Kt.	39. K. to R. sq.	R. to Q. Kt. 2d
17. Q. P. takes Kt.	B. to K. 3d	40. Q. B. P. 1	P. takes P.
18. Q. to K. Kt. 2d	R. to K B. 4th	41. P. takes P.	Q. to Q. B. 3d
19. B. to Q. Kt. 4th	Q. B. P. 1 (*a*)	42. R. to Q. Kt. 2d (*d*	R. takes R.
20. B. takes P.	Q. R. to Q. B. sq	43. K. takes R.	Q. takes Q. B. P.
21. Q. B. P. 1	Q. Kt. P. 1	44. Q. to Q. Kt. 3d	Q. takes Q., ch.
22. B. to Q. 6th	Q. to Q. 2d	45. K. takes Q.	K. P. 1
23. K. R. P. 2	Q. P. 1		

Drawn Game.

Notes.

Notes.

*** The notes to these games are by the European player.

(*a*) A palpable mistake.

(*b*) It would not evidently do to take the proffered P.

(*c*) Why not to K. Kt. square?

(*d*) So played with the view apparently of getting his K. into play, but it looks very much like an oversight.

SOLUTIONS TO PROBLEMS IN No. 9.

No. 33.

White.	*Black.*
1. Kt. at K. 2d, to Q. B.	P. 1
2. K. to Q. B. 3d	P. 1, ch.
3. K. to Q. B. 2d	P. 1
4. Kt. to K.	P. 1, ch.
5. K. to Kt.	P. 1
6. Kt. to Q. B. 2d	

Mate.

No. 35.

White.	*Black.*
1. R. to K. B. 5th	K. takes P.
2. Kt. to Q. 4th, dis. ch.	

Mate.

No. 36.

White.	*Black.*
1. R. to Q. R. 4th, ch.	K. takes P.
2. B. to Q. B. 2d	B. takes B.

Mate.

No. 34.

White.	*Black.*
1. Kt. at K. B. 6th tks.	Kt. ch. R. takes Kt. or (A)
2. R. to Q. B. 7th, dis. ch.	Kt. to Q. 5th, or (C)
3. K. takes R. dis. ch.	B. to Q. B. 5th, ch.
4. R. takes B.	

Mate.

(A)

K. to Q. B. 5th, or (B)

2. R. to K. Kt. 4th, dbl. ch. Kt. to Q. 5th

3. R. takes Kt.

Mate.

(B)

K. to Q. 5th

2. Kt. to Q. B. 3d

Mate.

(C)

R. to K. 4th

3. K. to Q. 6th, dis. ch. B. to Q. B. 5th, or K. to Q. 5

4. Kt. takes Kt., mate; or B. takes R., mate.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 7 and 8.

No. 7.

White.	*Black.*
1. Q. to Kt.'s 7th, ch.	K. to B.'s 5th
2. Q. to K.'s 5th, ch.	Kt. takes Q.
3. B. to Q.'s 2d	

Mate.

No. 8.

White.	*Black.*
1. K. R. to his 5th, ch.	P. takes R.
2. B. to Q.'s 3d	Anything
3. R. takes K. R. P.	

Mate.

NOTICES TO CORRESPONDENTS.

"S. N. W.," Fulham.—You appear to be right respecting Problem No. 2, by Mr. C. R. L. The law upon the subject of "Queening" a Pawn, in England, France, and Germany, is, that "when a Pawn has reached its 8th square, it must be immediately exchanged for a Queen or any other Piece the player may think fit, even though all the Pieces remain on the board. It follows, therefore, that he may have two or more Queens, three or more Rooks, Bishops, or Knights."—See the laws of Chess, in Lewis's later works, and in Vol. II. of the Chess Player's Chronicle, p. 266.—Your Problem shall be examined.

"J. K.," Dublin.—True; the same thing was pointed out by M. Kling.

"J. B. T., Weymouth.—You are mistaken respecting Problem 28, pushing on the Pawn will not serve to postpone the Mate, which is given by a discovered check.—Have the wooden Chessmen well cleaned with soap and water, and afterwards highly varnished.

"C. H. S.," New York.—The three first numbers of your entertaining Chronicle of Chess Doings on the other side of the Atlantic have just reached us, and shall have due attention.

"M. P. Brandon," "Hon. Sec," "A. D. W." and others.—"*The Handbook of Chess*" will be ready in a few weeks. You must apply to your Booksellers.

*** *Yorkshire Chess Association.*—The Amateurs of Chess are requested to bear in mind that the Annual Meeting of this excellent Institution will this year be held in Hull, on Wednesday the 12th of May.

CALVI'S ELEMENTARY LESSONS

(*Continued from p. 70.*)

Q. Pawn one square is a good defensive move. If, instead of playing this, he had taken K. B. Pawn with Bp. giving check, you should take his Bp. with King. He would then check you with Queen at Q. B. 4th, but you would cover with Q. P. two squares, and the next move take the K. P. with your Knight, which would leave you with a good game. This remark just pointed out has been made by Salvio in his Treatise.—*Naples*, 1604—page 44.

5. Q. P. 1	K. Kt. to B. 3d
6. King castles	Q. B. to K. 3d

In this position the game may be considered equal. If, instead of castling, you had played the K. Kt. to his fifth, Black could castle and have a better game.

Variation from White's fourth move.

1. *K. P.* 2	*K. P.* 2.
2. *K. B. to Q. B.* 4*th*	*K. B. to Q. B.* 4*th*
3. *Q. B. P.* 1	*Q. to K.* 2*d*
4. K. Kt. to B. 3d	K. Kt. to B. 3d

This variation is given by Philidor.

By playing your Kt. to K. second, instead of to Bishop third, Black could take the K. B. Pawn, checking, and on the next move could give check by playing Queen to her Bishop's fourth. He would thereby regain his piece, and win a Pawn and a good position.

5. Q. to K. 2d	Q. P. 1

Had he attacked your K. B. Pawn with his Knight, you should play the Q. Pawn two squares and establish your pawns in the centre.

6. Q. Pawn 1	Q. B. Pawn 1

You might also have pushed on this Q. P. two squares, occupying the centre. But you would never have been able to preserve them in this position.

Black might also have played the Q. B. to K. Kt. fifth: in that case, you should push on the Rook's Pawn, forcing the Bishop to withdraw or exchange it for the Knight. As a general rule, you ought never, when you can prevent it, to allow your pieces to be confined by the Bishops.

7. K R. P. 1.	K. R. P. 1

These Pawns have been played on both sides to prevent the Bishops from pinning the Knights.

8. Q. B. to K. 3d.	B. takes B.
9. Q. takes B.	B. to K. 3d
10. B. takes B.	Q. takes B.

You here perceive the utility of playing on your pawn at the seventh move. Without that move he could now attack your Queen with Kt. at his fifth, and then push on the K. B. Pawn, bringing it into good action. These kinds of moves are important to play in time; especially in those games where the adversary forces you to bring out your Knights before the Pawns.

11. Q. Kt. to Q. 2d	Q. Kt. to Q. 2d
12. King castles	The same.

The game is equal. White has kept the advantage of the move. The player who can first bring his K. B. P. into action by playing it two squares, will have the advantage.

The eleven openings we have just analyzed, present some excellent variations to play for the player when he plays even,—because he can keep the move for a long time, without making any sacrifice. But should he give a piece, this kind of opening does not offer an attack sufficiently powerful to embarrass the adversary from the commencement of the game.

The defence, as we have seen, is that shewn in the eleventh opening. The first and tenth openings, however, furnish the best modes of sustaining the attack, and even arriving at a drawn game.

End of Fourth Lesson.

The following Checkmates have the sole merit of having actually occurred at play.

PROBLEM No. 9.

White to play, and Mate in three moves.

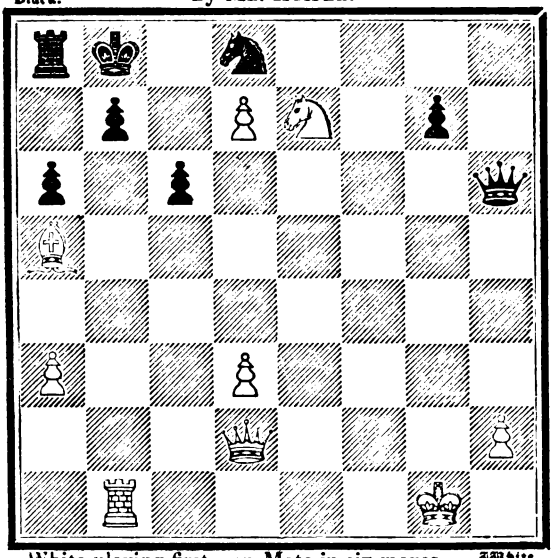
PROBLEM No. 10.

White to Mate in three moves. CALVI.

PROBLEM No. 41.

By Mr. Kuiper.

Black.

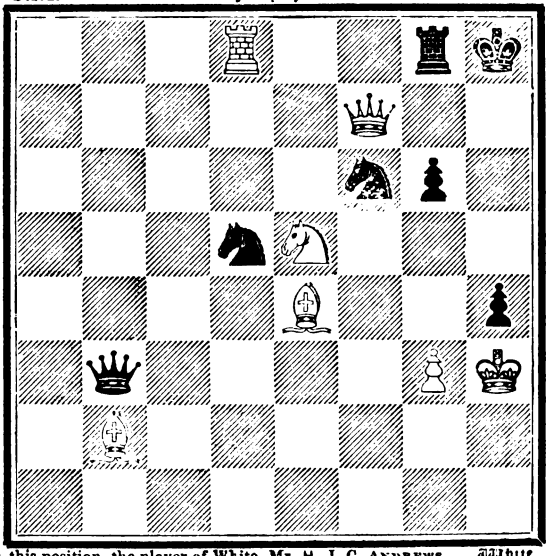


White playing first, can Mate in six moves. White.

PROBLEM No. 42.

The Pion Coiffe.—Termination of a Marked-Pawn Game, just played.

Black.

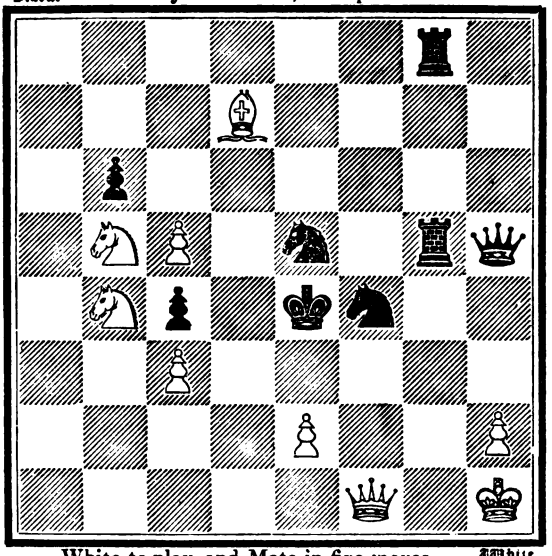


In this position, the player of White, Mr. H. J. C. Andrews, announced Mate with the Pawn in six moves. White.

PROBLEM No. 43.

By Mr. J. W., Liverpool.

Black.



White to play, and Mate in five moves. White.

PROBLEM No. 44.

By Mr. J. W., Liverpool.

Black.

White to play, and Mate in five moves White.

THE

Chess Player's Chronicle.

No. 12. NEW SERIES. | SATURDAY, MARCH 20, 1847. | PRICE THREE PENCE.

CHESS IN GERMANY.

Game between Messrs. Müller and V. D. Goltz, of Berlin.

White. (Mr. M.)	*Black.* (Mr. V. D. G.)	*White.* (Mr. M.)	*Black.* (Mr. V.D.G.)
1. K. P. 2	K. P. 2	15. K.Kt.toK.R.2d(*b*	K. B. to Q. R. 2d
2. K. Kt. to B. 3d.	Q. Kt. to B. 3d	16. K. to R. sq.	Q. B. P. 1
3. K. B. to Q.B. 4th	K. B. to Q. B. 4th	17. K. B. to Q. B. 2d	Q. Kt. P. 2
4. Q. Kt. P. 2	B. takes Kt. P.	18. B. takes K. Kt.	K.Kt.P. takes B.(*c*
5. Q. B. P. 1	B. to Q. R. 4th	19. Q. to K. R. 6th	K. to R. sq.
6. Castles	Q. P. 1	20. K. P. 1	P. to K. B. 4th
7. Q. P. 2	P. takes P.	21. K. Kt. to his 4th	R. to K. Kt. sq.
8. P. takes P.	B. to Q. Kt. 3d	22. Kt. to K. B. 6th	R. to Kt. 2d
9. Q. P. 1	Kt. to Q. R. 4th(*a*	23. Q.Kt. to K.4th(*d*	P. takes K. P.
10. B. to Q. 3d	K. Kt. to B. 3d	24. Q.Kt.to K.Kt.5th	Q. to K. 2d
11. K. R. P. 1	Castles	25. Q. Kt. P. 2 (*e*)	K. P. 1
12. Q.B.to K.Kt. 5th	K. R. to K. sq.	26. Q. R. to Q. sq.	K. P. 1
13. Q. Kt. to B. 3d	Q. B. P. 2	27. P. takes K. B. P.	
14. Q. to her 2d	Q. R. P. 1		

And wins.

Notes.

(*a*) This move subjects the Q.'s Kt. to a long inaction. It is better to play him to K.'s 2d.

(*b*) We should prefer to this move, K. P. 1, and if the Pawn took P., would play Q. Kt. to K. 4th. Black dare not then take Q. P. with Q., or he would lose at least the Knight.

(*c*) Taking with the Q. would cost a Pawn, as White might then take Q. Kt. P. with Kt.

(*d*) The manœuvring with the two Knights here is ingenious enough.

(*e*) It does not appear that White would gain much by taking the K. R. P. with either of the Knights, because Black could reply with R. to K. Kt. 3d.

CHESS IN FRANCE.

The following entertaining *partie* was played in Paris twelve months since, between some of the leading members of the *Cercle des Echecs* in consultation, against the chief Amateurs of the *Café de la Régence.*

White. (Allies of the Café.)	*Black.* (Allies of the Cercle)	*White.* (Allies of the Café.)	*Black.* (Allies of the Cercle)
1. K. P. 2	K. P. 1	4. Q. B. P. 2	Q. B. P. 1
2. Q. P. 2	Q. P. 2	5. Q. Kt. to B. 3d	K. B. to Q. 3d
3. P. takes P.	P. takes P.	6. Q. B. P. 1	B. to Q. B. 2d

White. (Allies of the Café.)	*Black.* (Allies of the Cercle)
7. Q. B. to K. 3d	Q. Kt. P. 1
8. Q. Kt. P. 2	Q. R. P. 2
9. Q. R. P. 1	Q. R. P. takes P.
10. Q. R. P. takes P.	R. takes R.
11. Q. takes R.	P. takes Q. B. P.
12. Q. Kt. P. takes P.	K. Kt. to B. 3d
13. K. Kt. to B. 3d	Q. B. to K. Kt. 5th
14. K. Kt. to Q. 2d	Castles
15. K. B. to K. 2d	Q. B. to K. B. 4th
16. Castles	K. Kt. to his 5th
17. B. takes Kt.	B. takes B.
18. K. R. P. 1	Q. to K. R. 5th
19. Q. to K. sq.	Q. B. to K. B. 4th
20. K. B. P. 2	Q. takes Q.
21. R. takes Q.	R. to K. sq.
22. K. to B. 2d	K. R. P. 2
23. K. to B. 3d	K. R. P. 1
24. R. to Q. R. sq.	Q. B. to Q. 6th

At this point, the game was postponed for another sitting; but on resuming it, the players agreed to make the position the subject of four special games. The opposing parties being coupled as follows:—

M. Paulier against M. Harrwitz,
M. Kieseritzkij „ M. Vuillermet,
M. Vitzthum „ M. Sasias,
M. Kling „ M. De La Roche.

The subjoined diagram represents the situation at the twenty-fourth move, from which the four variations commenced.

Cercle des Echecs.

Café de la Regence.

First Variation.

White. (M. Paulier.)	*Black.* (M. Harrwitz.)	*White.* (M. Paulier.)	*Black.* (M. Harrwitz.)
25. B. to K. B. 2d	B. to Q. sq.	29. K. to R. 5th	K. to B. 2d
26. R. to K. sq.	K. to B. sq.	30. B. takes K. R. P.	P. to K. Kt. 3d, ch.
27. R. takes R., ch.	K. takes R.	31. K. to R. 6th	B. takes B.
28. K. to Kt. 4th	K. B. P. 2, ch.		

White resigns

Second Variation.

White. (M. Kieseritzkij.)	*Black.* (M. Vuillermet.)	*White.* (M. Kieseritzkij.)	*Black.* (M. Vuillermet.)
25. K. to B. 2d	Kt. to Q. R. 3d	40. Kt. takes B.	R. to K. B. 7th, ch.
26. R. to Q. R. 4th	B. to Q. sq.	41. K. to Q. B. 3d.	B. to Q. Kt. 4th.
27. Kt. to K. B. 3d	K. B. P. 1	42. K. Kt. P. 1.	R. to K. B. 6th.
28. Kt. takes K.R.P.	K. Kt. P. 2	43. R.toK.B.4th, ch.	K. to Kt. 4th.
29. Kt. to K. B. 5th	Kt. takes Q. B. P.	44. R. to Kt. 4th, ch.	K. to B. 3d.
30. Kt.toK.R.6th,ch	K. to Kt. 2d	45. K. to Q., 4th.	B. to K. B. 8th.
31. P. takes Kt.	K. takes Kt.	46. R.toK.B. 4th, ch.	R. takes R.
32. P.tksK.Kt.P.,ch.	P. takes P.	47. P. takes R.	B. to K. 7th.
33. P. to K.R. 4th.	K. to Kt. 3d.	48. Kt. to Q. B. 2d.	K. to B. 4th.
34. R. to K. Kt. 4th.	R. to B. sq., ch.	49. K. to his 3d.	B. to Q. Kt. 4th.
35. K. to his sq.	R. to K. B. 4th.	50. Kt. to Q. 4th, ch.	K. to B. 3d.
36. K. to Q. 2d.	B. to Q. B. 5th.	51. Kt. takes B.	P. takes Kt.
37. P. takes K. Kt.P.	B. takes P.	52. P. to Q. B. 6th	K. to his 3d.
38. Kt. to Q. sq.	K. to R. 3d.	53. P. to K. B. 5th,ch.	K. to Q. 3d.
39. R. to Q. 4th.	B. takes B., ch.	53. P. to K. B. 6th.	

And Wins.

Third Variation.

White. (Mr. Vitzthum.)	*Black.* (Mr. Sasias.)	*White.* (Mr. Vitzthum.)	*Black.* (Mr. Sasias.)
25. R. to Q. R. 7th.	Kt. to Q. R. 3d.	35. B. takes B.	Kt. takes B.
26. B. to K. B. 2d.	B. to Q. sq.	36. Kt. takes B.	P. takes Kt.
27. K. to Kt. 4th.	K. B. P. 2, ch.	37. K. to R. 4th	R. to K. R. 3d, ch.
28. K. to B. 3d.	B. to K. B. 3d.	38. K. to Kt. 3d	R. to K. Kt. 3d, ch.
29. Kt. to Q. Kt. 3d.	Kt. to Q. Kt. 5th.	39. K. to B. 2d	Kt. to Q. Kt. 6th.
30. R. to Q. Kt. 7th.	Kt. to Q. B. 7th.	40. Kt. to Q. 5th	K. to B. 2d
31. R. to Q. Kt. 6th.	R. to K. 3d.	41. R. to Kt. 7th, ch.	K. to his sq.
32. P. to K. Kt. 3d.	P. takes P.	42. Kt. to K. 3d	Kt. takes P.
33. K. takes P.	B. to Q. B. 5th	43. R.to Q.Kt.4th(!)	Kt. to Q. 6th, ch.
34. Kt. to Q. R. 5th	B. takes Q. P.		

And wins.

Fourth Variation.

White. (Mr. Kling.)	*Black.* (M. De la Roche.)	*White.* (Mr. Kling.)	*Black.* (M. De la Roche.)
25. R. to Q. R. 3d	B. to Q. R. 3d	34. R. to R. 7th	Kt. to Q. R. 3d
26. K. to B. 2d	B. to Q. sq.	35. B. takes K. R. P.	Kt. to Q. Kt. 5th
27. Kt. to K. B. 3d	B. to K. B. 3d	36. Kt. to Kt. 6th	Kt. to Q. B. 7th
28. Kt. to K. 5th	B. takes Kt.	37. Kt. to Q. R. 8th	R. to K. B. sq.
29. K. B. P. takes B.	B. to Q. B. 5th	38. K. Kt. P. 2	K. B. P. 2
30. R. to Q. R. 8th	K. Kt. P. 1	39. Kt. to B.7th,ch.	K. to Q. 2d
31. Kt. to Q. R. 4th	K. to B. sq.	40. Kt.tks.Q.P dis.ch.	K. to his 3d
32. B.to K.R.6th,ch.	K. to his 2d	41. Kt. to K. B. 4th	
33. B.toK.Kt.5th,ch.	K. to his 3d		

Mate.

CHESS AT BRIGHTON.

Game played between CAPTAIN KENNEDY and a Skilful Metropolitan Amateur.

	White. (Mr. W. H.)	*Black.* (Captain K.)
1.	K. P. 2	K. P. 2
2.	K. Kt. to B. 3d	Q. Kt. to B. 3d
3.	Q. P. 2	P. takes P.
4.	K.B. to Q.B.4th	K. B. checks
5.	Q. B. P. 1	P. takes P.
6.	Castles	P. to Q. B. 7th
7.	Q. takes P.	Q. P. 1
8.	Q. R. P. 1	B. to Q. R. 4th
9.	Q. Kt. P. 2	B. to Q. Kt. 3d
10.	Q.B.toQ.Kt. 2d	K. Kt. to B. 3d
11.	Q. Kt. to B. 3d	Castles
12.	Q. R. to Q. sq.	Q. to K. sq.
13.	Q. Kt. to Q. 5th	Kt. takes Kt.
14.	R. takes Kt.	Q. B. to K. 3d
15.	K.Kt.toKt.5th	(*a*)Kt. to K. 4th (*b*)
16.	Kt. takes Q. B.	P. takes Kt.
17.	Q. R. to Q. 2d	Kt. takes K. B.
18.	Q. takes Kt.	Q. to K. B. 2d
19.	K. to R. sq.	K. P. 1
20.	Q. to K. 2d	Q. to K. B. 5th
21.	B. to Q. B.	B. to K. 6th (*c*)
22.	K. Kt. P. 1	Q. to K. B. 6th, ch
23.	Q. takes Q.	R. takes Q.
24.	K. to K. Kt. 2d	B. takes R.
25.	K. takes R.	B. takes B.
26.	R. takes B.	R. to Q. B. sq.
27.	K. to K. 3d	K. Kt. P. 2
28.	Q. R. P. 1	K. to K. B. 2d
29.	K. B. P. 2	Kt. P. takes P., ch.
30.	P. takes P.	P. takes P., ch
31.	K. takes P.	K. to K. 3d
32.	R. to K. Kt. sq.	R. to K. B. sq., ch.
33.	K. to K. 3d	R. to K. B. 2d
34.	K. R. P. 2	Q. B. P. 1
35.	Q. R. P. 1	Q. P. 1

After many more moves, the game terminated in favour of Black.

Notes.

(*a*) Ingeniously played.
(*b*) Black would have played badly in taking the offered exchange.
(*c*) Cleverly conceived.

SOLUTIONS TO PROBLEMS IN No. 10.

No. 37.

White.	*Black.*
1. B. to K. Kt. 7th, ch.	K. to B. 2d (best)
2. Kt. to K. R. 6th, ch.	K. takes B.
3. Q. takes B., ch.	K. takes Kt.
4. R. takes B.	K. or P. takes R.
5. Q. checkmates.	

No. 38.

White.	*Black.*
1. Q. to K. R. sq., ch.	K. to Q. 5th
2. Q. to Q. R. sq., ch.	K. to K. 5th
3. Q. takes B., ch.	† K. to K. 4th
4. Q. to K. R. 8th, ch.	K. moves
5. B. mates.	
	† K. to Q. 5th
4. Q. to Q. R., ch., and B. mates.	

No. 39.

White.	*Black.*
1. R. to Q. 2d	Kt. to K. B. 5th (best)
2. R. to Q. 6th	† K. takes R.
3. Q. B. checkmates.	
	† Or anything
R. mates at Q. B. 6th.	

No. 40.

White.	*Black.*
1. R. checks	Kt. covers (best)
2. Q. takes doubled P.	K. takes Q.
3. Kt. to Q. B. 6th	K. takes Kt.
4. Q. Kt. P. 2.	
Mate.	

NOTICES TO CORRESPONDENTS.

"K."—We have to acknowledge, with thanks, the receipt of several beautiful Problems from the same welcome source to which we have so often been indebted.

"W. E. W."—You appear to be quite right.

"J. N."—The positions shall be attentively considered.

"J. D. M."—The challenge from New York has not yet been responded to, but we confidently hope, when the terms are modified so far as payment of expenses to the party travelling are concerned, that we shall find some one with spirit enough to take up the gauntlet.

Correspondents will be good enough to bear in mind that when their communications are not replied to in the number of the same week on which they are received, the omission is owing to want of space, but they will always be noticed in the following number.

CALVI'S ELEMENTARY LESSONS.

(*Continued from p.* 86.)

Fifth Lesson.

First Section. Twelfth Opening.

The Lopez Gambit.

This opening could also be placed among the King's Bishop's Gambits. But, unlike the other gambits, it becomes a gambit only at the fourth move; we have placed it among the openings of "King's Bishop's Opening," to which it more legitimately belongs.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. to K. 2d	Q. B. P. 1

By playing the Q. to K. second, you threaten to take the K. B. P. with B., checking, and bring your Q. to her B. fourth, regaining the piece and winning a Pawn.

Black's move is bad. It does not prevent the attack which we have shewn, and allows the adversary time to form a strong attack, as we shall presently see.

Black, instead of playing Q. B. P. one, could play the following moves:—Q. P. one, K. Kt. to B. 3d, Kt. to K. 2d, and lastly, Q. Kt. to B. 3d. These several moves of defence which present themselves in the Lopez Gambit, we shall analyse in this Lesson—reserving for the last the defence we consider to be the best.

4. K. B. P. 2	B. takes Kt.

K. B. P. 2 is a good attacking move.

Black's move is bad. He exchanges the Bishop for Kt, with the intention of preventing his adversary from castling on the King's side; but the position which remains on the white side, fully compensates for this disadvantage. Black had better have played the Q. P. one square.

The next variation will show you what would happen if he take P. with P. instead of exchanging pieces.

5. R. takes B.	P. takes P.

Black's move here is very bad—he allows his adversary to establish his Pawns in the centre and to open his game.

6. Q. P. two sq.	Q. to K. R. 5th, ch.

Black, by checking with his Queen, defends his Pawn, or exchanges it for White's K. Kt. P., but he embarrasses his Queen—does not bring out his pieces, and gives his adversary time to develope his game.

7. K. Kt. P. 1	P. takes P.
8. R. takes P.	K. Kt. to B. 3d

If, instead of taking with the Rook, you had taken with the Pawn, you, by covering your Rook, would have weakened your game.

Black plays K. Kt. to B. 3d to take your K.'s P. He should have played the K. R. P. one sq. In that case you should play the Queen to Bishop 2d.

9. Q. B. to K. Kt. 5th	Q. to K. R. 4th
10. Q. to K. Kt. 2d	K. Kt. to his 5th

You must not take the Kt. with your Rook—if you did so, Black could push on the Q. P. two sq., and would finish by regaining his piece.

If, instead of playing Knight to his 5th, Black had played the Q. P. two sq., you withdraw the K. B. to K. 2d, and the next move play your Q. B. to Q. 2d.

We will pursue this game no further.—White wins a piece, and preserves a good position.

Variation from Black's Fourth Move.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	Same
3. Q. to K. 2d	Q. B. P. 1 sq.
4. K. B. P. 2	*P. takes P.*

5. K. Kt. to B. 3d	K. Kt. P. 2

Black plays the K. Kt. P. to support his doubled Pawn.

6. Q. P. 2 sq.	K. B. to Q. Kt. 3d
7. K. R. P. 2	K. Kt. P 1

You endeavour to break his game by playing the K. R. P. Black pushes on the Pawn, not being enabled to support its defence. Had he defended with the R. P., you should take with Pawn; and if he defend with K. B. P., you take P. with Knight, to give him, then, check to King with your Q. at K. R. 5th.

8. Kt. to K. 5th.	K. Kt. to R. 3d
9. B. tks. dbld. P.	K. B. takes Q. P.
10. Q. B. P. 1	B. takes Kt.
11. Q. B. takes B.	R. to Kt.

In this position you have the better game. You can bring the Q. B. to Q. 6th, hindering Black from bringing out his pieces, and from castling. If Black, instead of playing Rook to Kt. sq., had pushed on K. B. P. 1 sq., you should still reply with the same move, Q. B. to Q. 6th.

Thirteenth Opening.

White.	*Black.*
1. K. P. 2	K P. 2
2. K.B. to Q.B 4th	Same.
3. Q. to K. 2d.	Q. P. 1 sq.
4. Q. B. P. 1	Q. Kt. to B. 3d
5. K. B. P. 2	P. takes P.

Black's move is badly played. K. Kt. to B. 3d would have been better.

6. Q. P. 2	Q. to K. R. 5th, ch.
7. K. to Q.	K. B. to Q. Kt. 3d

If, instead of playing K. to Q., you had played the Kt. P. 1 sq., you would have lost your advantage. Black could have taken Pawn with Pawn, and threatened you with a check by discovery.

8. K. Kt. to B. 3d.	Q. to K. Kt. 5th

Black wishes to save his doubled Pawn, and he gives you time to open your game by attacking his Queen.

9. K. R. P. 1.	Q. to K. Kt. 6th
10. Q. Kt. to Q. 2d	K. Kt. to B. 3d
11. K. R. to K.	K. Kt. to R. 4th
12. K. P. 1	

In this position you have a good game. You will attack the Queen with your Q. Kt. at K. 4th, then with K. Kt. at R. 4th. Then you can play K. Kt. P. 2 on his Kt. to drive him away, which will shortly give you an opportunity to take his doubled Pawn with your Q. B.

Fourteenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2.
2. K. B. to Q.B. 4th.	Same.
3. Q. to K. 2d.	K. Kt. to B. 3d.
4. Q. B. P. 1.	Castles.

If instead of playing Q. B. P. 1, you had taken the K. B. P. with your K.B. you would have had a bad game, as shown in a preceding lesson. By Castling, Black brings his Rook into play, which will give him a good game, your Queen being before your King.

5. Q. P. 1.	Q. B. P. 1.

Black plays this Pawn preparatory to pushing on the Queen's Pawn.

6. Q.B.to K.Kt.5th.	Q. P. 2.
7. K. B. to Kt. 3d.	P. takes P.

Your retreat of Bp. is well played. Had you taken Pawn with Pawn, Black, by retaking with Pawn, would have established his two Pawns in the centre, and would have left his Knight a square to play to. You could have taken the Kt. with your Q. B., but in that case Black would have had a better game by retaking with K. Kt. Pawn.

8. Pawn takes Pawn.	

This game may be considered equal. It is given by Salvio, who, in Castling, places the Rook on King's square, according to the Italian method of Castling. In this particular instance, this method of Castling does not materially alter the game.

PROBLEM No. 45.

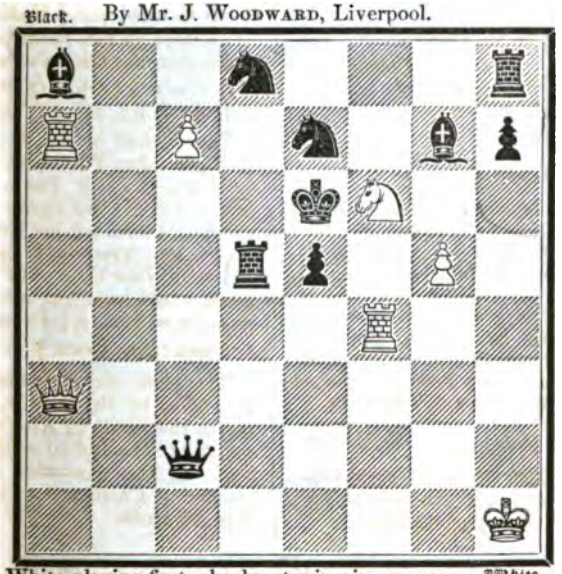
By M. V. Preuss.

Black. From the Berlin Schachzeitung.

White playing first, can Mate in four moves. White.

PROBLEM No. 46.

Black. By Mr. J. Woodward, Liverpool.



White playing first, checkmates in nine moves. White.

PROBLEM No. 47.*

This position occurred in play, at the Boston Chess Club, U. S.

Black.

White.

Mr. G. Hammond playing first, gave Mate in 4 moves.

* From the "New York Chess Magasine.

PROBLEM No. 48.

By Mr. J. Woodward, Liverpool.

Black.

White.

White to play, and Mate in four moves

THE

Chess Player's Chronicle.

No. 13. NEW SERIES. | SATURDAY, MARCH 27, 1847. | PRICE THREE PENCE

CHESS AT BRIGHTON.

CAPTAIN KENNEDY gives K. Kt. and "the move" to Mr. DELAMAIN of the Brighton Chess Club.

(*Remove Black's K. Kt. from the board.*)

White. (Mr. D.)	*Black.* (Capt. K.)	*White.* (Mr. D.)	*Black.* (Capt. K.)
1. Q. B. P. 2	K. P. 2	12. Q. Kt. P. takes B.	P. takes Kt.
2. K. P. 2	K. B. to Q. B. 4th	13. K. B. takes P.	Q. to K. 2d, ch.
3. K. Kt. to B. 3d	Q. Kt. to B. 3d	14. K. B. interposes	Q. R. to K. sq.
4. Q. P. 1	Q. P. 1	15. K. B. P. 1	R. takes K. B. P.
5. Q. Kt. to B. 3d	Castles	16. K. R. P. 1	R. takes K. R. P.
6. Q. B. to K. 3d	Kt. to Q. fifth	17. R. takes R.	B. takes K. B.
7. Q. Kt. to Q. Kt. 5th	Q. B. to K. Kt. 5th	18. Dble P. takes P.	Q. to K. 3d
8. Q. Kt. takes Kt.	P. takes Kt.	19. Q. to Q. B. sq.	B. to K. B 6th, dis. ch
9. Q. B. to Q. 2d	Q. B. P. 1	20. K. to K. B. 2d	Q. to K. 7th, ch.
10. K. B. to K. 2d	K. B. P. 2	21. K. to K. Kt. 3rd	Q. tks K. Kt. P., ch.
11. Q. Kt. P. 2	K. B. P. takes P.	22. K. to K. R. 4th	Q. to K. Kt. 4th

Mate.

Between Mr. BUCKLE (giving the odds of his King's Knight), and an Amateur.

(*Remove Black's K. Kt. from the board.*)

Black. (Mr. B.)	*White.* (Amateur.)	*Black.* (Mr. B.)	*White.* (Amateur.)
1. Q. P. 2	K. B. P. 2	12. K. P. 1	K. P. 1
2. Q. B. P. 2	K. Kt. to B. 3d	13. Q. P. takes P.	Q. P. takes P.
3. Q. Kt. to B. 3d	K. P. 1	14. K. P. tks. K. B. P. (*a*)	P. takes B.
4. Q. B. to K. B. 4th	Q. P. 1	15. Q. Kt. to Q. 5th	Kt. takes Kt.
5. K. P. 1	Q. Kt. P. 1	16. Q takes Kt., ch.	R. interposes
6. K. B. to K. 2d	Q. B. to Kt. 2d	17. R. takes B.	Q. takes R.
7. Castles	K. B. to K. 2d	18. Q. takes Q. R., ch	R. interposes
8. K. B. to B. 3d	B. takes B.	19. Q. to Q. 5th, ch.	R. interposes
9. Q. takes B.	Q. Kt. to Q. 2d	20. K. to B. sq. (*b*)	Q. B. P. 2
10. Q. R. to Q. sq.	Castles	21. R. to K. sq.	Q. to K. B. 3d
11. K. R. to K. sq.	Q. to K. sq.	22. R. to K. 6th	Q. takes K. B. P.

And Black forces mate in three moves. (*c*)

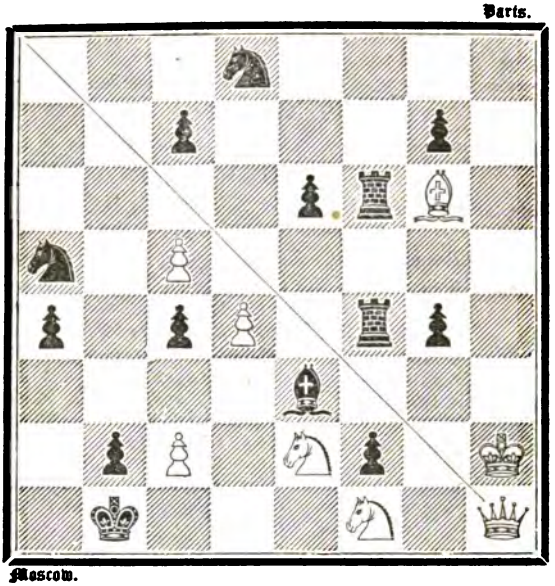
Notes.

(*a*) Having an opening, Black now plays with his wonted ingenuity to the end.
(*b*) Quiet but efficacious.
(*c*) A very neat little enigma for young players.

CURIOSITIES OF CHESS.

Napoleon's Retreat from Moscow.

This ingenious stratagem is the invention of the celebrated Russian player, M. Petroff, by whom it was sent, thus entitled, to Labourdonnais, a few years since.



"The square on which the Black King stands is Moscow, and the Beresina is represented by the white diagonal line, commanded by the White Queen. The Cossacks are in possession, and drive Napoleon from Moscow to Paris, where the Czar achieves his victory, by a 'check by discovery.' At the sixth move the Russian Queen might have check-mated, by opposing the passage of the Beresina —the impetuosity of the Russian Cavalry, however, frustrates this movement."

Solution with Moves.*

White.	*White.*
1. K. Kt. to Q. 2d, double ch.	8. Q. Kt. to Q. R. 6th, ch.
2. Q. Kt. to Q. B. 3d, ch.	9. K. Kt. to Q. R. 7th, ch.
3. K. Kt. to Q. Kt. sq., ch.	10. Q. Kt. to his 8th, ch.
4. Q. Kt. to R. 2d, ch.	11. K. Kt. to Q. B. 8th, ch.
5. K. Kt. to R. 3d, ch.	12. Q. Kt. to Q. 7th, ch.
6. Q. Kt. to his 4th, ch. (*a*)	13. K. Kt. to K. 7th, ch.
7. K. Kt. to Q. Kt. 5th, ch.	14. K. to Kt. 2d

Dis. check and mate.

Note.

(*a*) Q. to her R. 8th, would give check-mate, but the Cavalry are to effect the victory.

* The retreat of the Black monarch consists of a series of forced moves.

CHESS IN LIVERPOOL.

Game lately won by the Hon. Sec. of the London Chess Club, of Mr. SPRECKLEY.

White. (Mr. P.)	*Black.* (Mr. S.)	*White.* (Mr. P.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	18. K. to B. 2d (*c*)	Q. to K. 2d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	19. Q. R. to K. R. sq	Q. R. to Q. Kt. sq
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	20. Q. takes Kt. P. ch	K. R. to Kt. 2d (*d*)
4. Q. B. P. 1	K. Kt. to B. 3d.	21. R. takes R. P.	R. takes Q.
5. Q. P. 2	P. takes P.	22. R. takes Q.	Q. R. takes P.
6. K. P. 1	Q. P. 2	23. R. to K. 8th, ch	K. to B. 2d
7. K. B. to Kt. 5th	Kt. to K. 5th	24. R. takes B.	R. takes Kt., ch
8. Kt. takes P.	Castles	25. K. to K. 3d	K. R. takes P.
9. B. takes Kt.	P. takes B.	26. R. takes P., ch	K. to Kt. 3d
10. Q. to K.R. 5th(*a*)	B. takes Kt.	27. P. takes P.	R. takes Q. R. P.
11. P. takes B.	K. Kt. P. 1	28. R. to Q.	K. to B. 4th
12. Q. to R. 6th	K. B. P. 1	29. K. to Q. 4th	K. to K. 3d
13. K. B. P. 1	Kt. to Kt. 4th	30. R. to B. 6th, ch	K. to K. 2d
14. B. takes Kt.	P. takes B.	31. K. takes P.	P. 2 sq
15. K. R. P. 2 (*b*)	P. takes P.	32. R. to B. 7th, ch	K. to K. sq
16. R. takes P.	R. to B. 2d	33. K. to B. 6th	P. 1
17. Kt. to Q. 2d	Q. B. P. 1	34. K. P. 1	P. 1

White mates in two moves.

Notes.

(*a*) In this position of the Giuoco Piano the first player's efforts are directed to prevent the adversary's K. Kt. from escaping; and White now moves thus, that when he attacks the Kt. with B. P., Black may be unable to check with his Q. at K. R. 5th.

(*b*) Well played. This insures a dangerous opening on the Black King's Camp.

(*c*) Preparatory to bringing more force upon the line of operation.

(*d*) It is evidently mate in two moves, if the Queen be taken.

Game played between Captain KENNEDY and Mr. E. WILLIAMS.

White. (Captain K.)	*Black.* (Mr. W.)	*White.* (Captain K.)	*Black.* (Mr. W.)
1. K. P. 2	K. P. 2	11. B. takes K. Kt. P.	B. to B. 3d (*c*)
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	12. B. takes R.	B. takes B.
3. Q. P. 2	P. takes P.	13. Q. Kt. to Q. 2d	B. takes R.
4. K. B. to Q. B. 4th	B. checks	14. R. takes B.	K. Kt. to B. 3d
5. Q. B. P. 1	P. takes P.	15. K. Kt. to Kt. 5th	K. R. P. 1
6. Castles	P. takes P.	16. K. Kt. to K. 4th	Kt. takes Kt.
7. Q. B. takes P.	K. B. to his sq.	17. Kt. takes Kt.	K. to K. 2d
8. K. P. 1 (*a*)	B. to K. 2d	18. R. to Q. Kt. sq	Q. Kt. P. 1
9. K. P. 1 (*b*)	Q. P. takes P.	19. R. to Q. B. sq	Kt. to K. 4th
10. Q. takes Q., ch.	B. takes Q.	20. B. to K. 2d	Q. B. P. 2

White. (Captain K.)	*Black.* (Mr. W.)	*White.* (Captain K.)	*Black.* (Mr. W.)
21. K. B. P. 2	Kt. to Q. B. 3d	26. Q. R. P. 2	Kt. to Q. Kt. 6th
22. B. to K. R. 5th	Kt. to Q. 5th	27. R. to B. 3d	Kt. to Q. 7th, ch.
23. Kt. to B. 2d	B. to Q. Kt.2d	28. K. to K. sq	Kt. to K. 5th
24. K. Kt. P. 1	R. to Q. sq.	29. Kt. takes Kt.	B. takes Kt.
25. K. to B. sq.	K. B. P. 2		

And Black ultimately wins by the strength of his Pawns.

Notes.

(*a*) This is not so good a move as Q. Kt. to B. 3d.
(*b*) A very tempting step, and one which leads to ruin.
(*c*) Captain Kennedy had forgotten this well-known reply.

SOLUTIONS TO PROBLEMS IN No. 11.

No. 41.

White.	*Black.*
1. R. takes Q. Kt. P., ch.	Kt. takes R. (best)
2. Q. to K. B. 4th, ch.	K. to R. 3d (best)
3. B. to Q. Kt. 6th	K. takes B.
4. Kt. to Q. B. 8th, ch.	R. takes Kt.
5. P.tks.R.becomes a Kt.ch.	K. moves
6. Q. checkmates.	

No. 42.

White.	*Black.*
1. Q. takes R., ch.	Kt. takes Q.
2. Kt. takes P., dble. ch.	K. to R. 3d.
3. Kt. to R. 8th, dis ch.	K. to R. 3d
4. Kt. to B. 7th, ch.	K. to R. 4th
5. R. takes Kt. ch.	Q. takes R.
6. P. mates.	

No. 43.

White.	*Black.*
1. Q. takes Kt. ch.	K. takes Q.
2. Kt. to Q. 5th, ch.	K. to his 5th
3. Kt. to Q. 6th, ch.	K. takes Kt.
4. K. P. 2, ch.	K. takes P.
5. Kt. to Q. Kt., 7th.	
Mate.	

No. 44.

White.	*Black.*
1. Kt. to K. 7th, ch.	B. takes Kt.
2. R. to K. R. 8th, ch.	K. takes R.
3. Q. to K. R. 6th, ch.	P. takes Q.
4. Kt. to K. B. 7th, dis. ch.	K. to Kt.
5. Kt. takes P.	
Mate.	

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 9 and 10. See page 86.

No. 9.

White.	*Black.*
1. Q. to K. Kt. 8th, ch.	R. takes Q.
2. Kt. to Kt. 6th, ch.	P. takes Kt.
3. R. to R. 4th	
Mate.	

No. 10.

White.	*Black.*
1. Kt. to Q. Kt. 4th	Pawn 1 sq.
2. K. to Q. Kt. 7th	P. queens
3. Kt. to Q. B. 6th	
Mate.	

NOTICES TO CORRESPONDENTS.

"A. H."—Ingenious, but not difficult. We shall have much pleasure in finding space for it in an early number, and in hearing from you again.

"T. C. O."—Your best plan to ensure an early delivery is to have the "Chronicle" by post: you may then always receive it by Friday morning. Thanks for the correction.

"Gamma."—The games are very acceptable, and will soon be made available.

"H. B. B."—Received with thanks.

"K. and Mac G."—The highly ingenious and instructive amendments of two very popular Problems, with which Mr. Kling and Mr. Mac G——y have favoured us, shall appear in our next.

"B. M. D." "M. P." "— Hall."—*The Chess Player's Handbook* is progressing rapidly. Due notice will be given of its completion.

CALVI'S ELEMENTARY LESSONS

(*Continued from p. 94.*)

Fifteenth Opening.

White.	*Black.*
1. K. P. 2.	K. P. 2
2. K. B. to Q.B.4th.	K. B. to Q. B. 4th.
3. Q. to K. 2d.	K. Kt. to K. 2d

This move of Black does not appear to me to be good. It is true it prevents White from pushing on the K. B. P. 2 sq.; but if White take K. B. P. with Bishop, ch., and then bring his Queen to Q. B. 4th, he regains his piece, and finds himself in a position to Castle soon.

4. K. B. P. 2.	Q. P. 1.

You would have done better had you played K. Kt. to B. 3d.

5. K. Kt. to B. 3d.	Q. Kt. to B. 3d.
6. Q. B. P. 1.	Castles.

In this position the game is even.

Sixteenth Opening.

White.	*Black.*
1. K P. 2.	K. P. 2.
2. K. B. to Q. B. 4th	Same.
3. Q. to K. 2d.	Q. to K. 2d.

This defence is good. As a general rule, it is well to oppose Queen to Queen. The result generally equalizes the position.

4. K. B. P. 2.	K. Kt. to B. 3d.
5. K. Kt. to B. 3d.	Q. P. 1.

Black, by playing his Q. P., defends his K. P., and gives free range for his Q. Bishop—an important piece to bring into play at the commencement of the game.

6. Q. Kt. to B. 3d.	Q. B. P. 1.

Black pushes on this Pawn to arrest the progress of your Q. Kt., which however would have been taken by his K. Kt. This move allows him to dispose of his Kt., without the fear of yours penetrating into his game.

7. Q. P. 1.	Q. B. to K. Kt. 5th.
8. K. B. P. 1.	Q. Kt. to Q. 2d.
9. Q. B. to K. Kt. 5th.	K. R. P. 1.
10. Q. B. to R. 4th.	K. Kt. P. 2.

Whether White take the Pawn *en passant*, or withdraw B. to K. B. 2d, the game will be equal.

Seventeenth Opening.

White.	*Black.*
1. K. P. 2.	K. P. 2.
2. K. B. to Q. B. 4th.	Same.
3. Q. to K. 2d.	Q. Kt. to B. 3d.
4. Q. B. P. 1.	K. Kt. to B. 3d.

Instead of playing Q. B. P. 1, you could take the King's Bishop's Pawn with your Bp., giving check (see First Variation).

5. K. B. P. 2.	B. takes Kt.
6. R. takes B.	King Castles.
7. Q. P. 1.	Q. P. 2 sq.

If, instead of pushing on the Queen's Pawn 1 sq., you had taken Pawn with Pawn, the game would have changed (see Second Variation).

8. Bp. takes P.	Kt. takes Bp.

If you had taken the Pawn with the Pawn, Black could have taken yours with Knight. You would have taken K. Pawn with your K. B P., but your adversary would have taken that Pawn with Q. Kt., and his position would have been superior.

9. P. takes Kt.	K. P. takes K.B.P.
10. B. takes P.	R. to K.

You might also have played the Q. to K. B. 3d, instead of taking P. with Bp. In that case, Black should play Q. Kt. to K. 4.

If Black had taken the doubled Pawn with his Queen, he would have weakened his attack.

11. B. to K. 3d	Kt. to K. 4th
12. K. R. P. 1	Q. B. to K. B. 4th
13. Q. P. 1	B. to Q. 6th

Black next plays his Kt. to Q. B. 5th, and wins at least a piece.

First Variation from White's fourth move.

White.	*Black.*
4. K. B. tks K. B. P. ch	K. takes B.
5. Q. to Q. B. 4th, ch	Q. P. 2
6. Q. takes B.	P. takes P.

You could have taken P. with Pawn, instead of taking B. with Q. In that case, Black would have taken your K. B. P. with B., giving check, and on the

following move would have played his Kt. to Q. R. 4th.

7. Q.toQ.B.4th,ch | Q. Bp. to K. 3d

By wishing to win a Pawn with your Queen, you have given your adversary the opportunity of bringing his pieces into play. Your game ought to be lost.

8. Q. tks. dbld. P. | K. Kt. to B. 3d

In this position, you can move your Queen to six different squares. But, choose whatsoever square you like, your game is bad.

I believe there is only one move which deserves to be analysed, the others offering no prolonged resistance. This move is the following :

9. Q. to K. R. 4th | Q. Kt. to Q. 5th

If, instead of playing Q to K. R. 4th, you had moved her to Q. R. 4th, Black would have played Q. to her 4th.

Black attacks your Q. B. P., and would take that Pawn and the Q. Rook, if not defended.

10. Q. Kt. to R. 3d	K. P. 1
11. Q. B. P. 1	K. Kt. P. 2

Instead of playing Q. B. Pawn, you could play Q. P. 1, or K. Kt. to R. 3d, or even Kt. to K. 2d.

Had you played Q. P. 1, Black would have taken P. with Pawn; you would have retaken with yours; and Black, by moving the Q. Kt. to K. B. 4th, would have forced you to play the Q. to K. R. 3d, to defend your Q. Pawn. In that position Black could move his R. to K., and have a good game.

If instead of Q. P. 1, you had played K. Kt. to R. 3d, Black would have pushed on Rook's Pawn 1 square, to take your Queen if you castle.

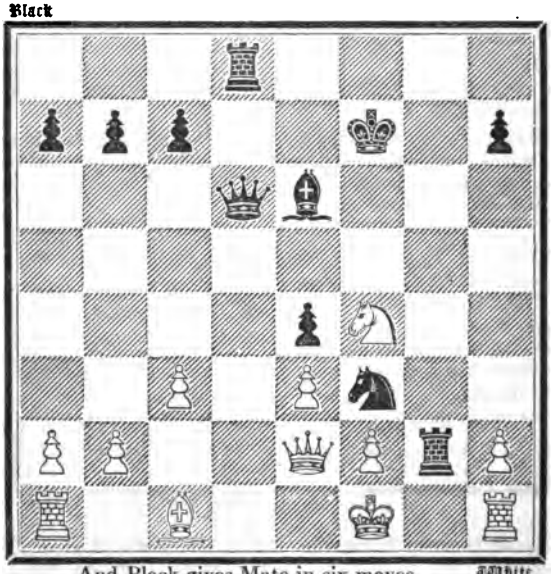
Lastly, had you played the Kt. to K. 2d, Black would have taken with Q. Kt., and the next move would play the Q. to her 5th.

12. Q. takes P. | K. R. to Kt

Had you not taken Pawn, you would have lost the game sooner.

13. Q. to K. 3d	Q. Kt. to K. B. 4th
14. Q. to K. 2d	R. takes Kt. Pawn
15. Q. Kt. to B. 2d	Q. to her 3d
16. Q. Kt. to K. 3d	Kt. takes Kt.
17. Q. P. takes Kt.	Q. R. to K. Kt. sq.
18. Q. to K. B. sq.	R. to Q. sq.
19. Q. to K. 2d	Kt. to his 5th
20. Kt. to R. 3d	Kt. to K. 4th
21. Kt. to K. B. 4th	Kt. to K. B. 6th, ch.
22 K. to B.	

Black



And Black gives Mate in six moves. White.

PROBLEM No. 49.

By Mr. N. D.
Of the Nottingham Chess Club.

Black.

White playing first, Mates in five moves. White.

PROBLEM No. 50.

By Mr. M'G——y.

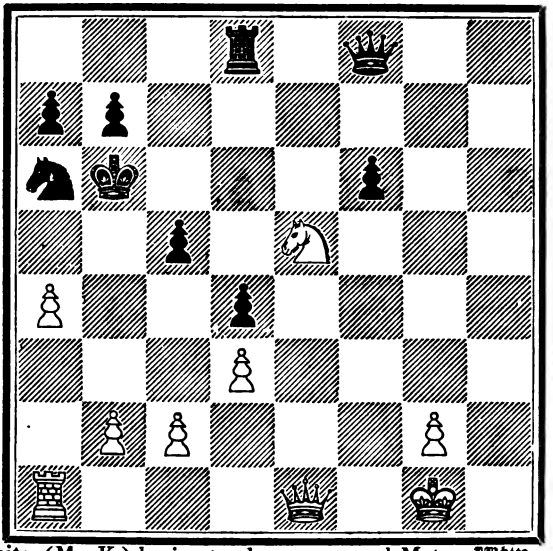
Black.

White playing first, Mates in six moves. White.

PROBLEM No. 51.

This position arose in play between Mr. King and an Amateur.

Black.



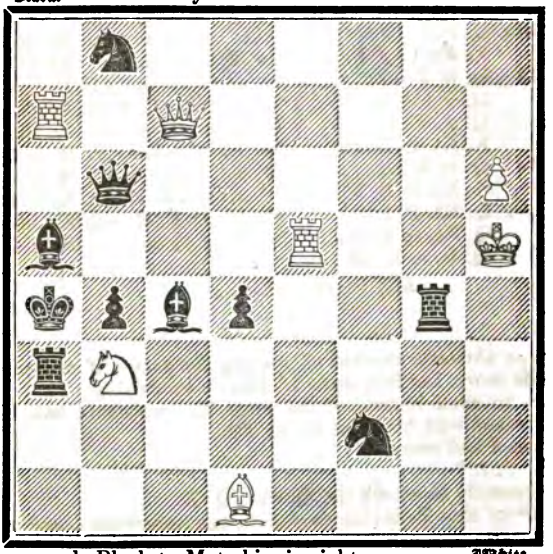
White.

White, (Mr. K.) having to play, announced Mate in five moves.

PROBLEM No. 52.

By Mr. M'G——r.

Black.



White.

White compels Black to Mate him in eight moves.

THE

Chess Player's Chronicle.

No. 14. NEW SERIES. | SATURDAY, APRIL 3, 1847. | PRICE THREE PENCE.

CHESS IN PARIS.

Game lately played by M. St. Amant against Messrs. Devinck, Vuillermet. Benvoit, and Delondre in consultation.

White. (Allied Party.)	*Black.* (M. St. A.)	*White.* (Allied Party.)	*Black.* (M. St. A.)
1. K. P. 2.	K. P. 2.	21. Q. B. P. 2	Q. P. 1 (*f*)
2. Q. P. 2. (*a*)	P. takes P.	22. Kt. to Q. 4th (*g*)	P. takes Q. B. P.
3. K.B.to Q. B. 4th	Q. Kt. to B. 3d (*b*)	23. B. takes P.	K. Kt. to K. 4th
4. K. Kt. to B. 3d	K. Kt. to B. 3d	24. B. P. takes Kt.	Kt. takes P.
5. Castles.	K. B. to K. 2d (*c*)	25. B. to Q. Kt. 5th	Kt. takes Q.
6. Kt. takes Q.P.(*d*)	Castles.	26. B. takes Q.	K. R. takes B.
7. Q Kt. to B. 3d	K. B. to Q. B. 4th	27. R. to K. B. 3d	Kt. to K. 4th (*h*)
8. Q. B. to K. 3d	Q. Kt. to K. 4th	28. R. to K. B 4th	Q. R. to Q. sq.
9. K. B.toQ. Kt. 3d	K. Kt.to Kt. 5th	29. Kt. from Q. 4th to K. B. 5th	Kt. to Q. 6th
10. Q.B. to K.B. 4th	Q. P. 1.	30. B. takes B.	Kt. takes R.
11. K. R. P. 1.	K. Kt. to K.B. 3d	31. B. takes Q. Kt.P.	R. to Q. 7th
12. Q. B. to K. 3d	Q. B. P. 1.	32. B. takes Q. R. P.	Kt. tks K. R. P. (ch
13. K. B. P. 2.	Q.Kt.toK.Kt. 3d	33. K. to R. sq.	R. takes Q. Kt. P.
14. Q. to her 3d	Q. R. P. 2.	34. Kt.takesK.Kt.P.	R. to Q. B. sq. (*i*)
15. Q. R. P. 2.	K. Kt. to R. 4th	35. Kt. to K. B. 5th	R. to Q. B. 7th
16. Q. Kt, to K. 2d	Q. to K. sq.	36. Kt.toK.R.5th,ch.	K. to B. sq.
17. K. Kt. P. 2.	K. Kt. to B. 3d	37. Kt. to K. Kt. 4th	Kt. takes Kt. P.
18. Q.Kt.toK.Kt.3d	Q. Kt. P. 1. (*e*)	38. R. to Q. sq.	B. to Q. 6th
19. K. Kt. P. 1.	Q. Kt. to Q. 2d		
20. Kt. takes Q. B. P.	Q. B. to R. 3d		

And Black soon resigns.

Notes.

(*a*) This is not an advisable method of opening the game; if properly opposed, it loses not only the move, but frequently a valuable Pawn also.

(*b*) White omits to avail himself of the error his opponents have committed. He should have checked with his B. at Q. Kt. 5th.

(*c*) This, too, was a bad move.

(*d*) Why not K. P. 1. ?

(*e*) Intending presently to attack the Q. with Q. B.

(*f*) The position of this P. is curious;—although undefended, and *en prise* of three Pieces, none dares take it.

(*g*) This appears to be playing the game of the adversary by admitting the two Kts to co-operate on the K.'s 4th square. We should have thought Q. R. to K. square a safe and satisfactory answer to White's advance of the Q. P.

(*h*) Better to have secured the Q. Kt. P.

(*i*) It is plain he could not take without losing his Rook in return.

CHESS IN DUBLIN.

The two following Games were lately played between two Members of the Dublin Chess Club.

White.	*Black.*	*White.*	*Black.*
1. K. P. 2	K. P. 2	18. Q. takes P.	Q. R. to K. sq.
2. K. Kt to B. 3d	Q. Kt. to B. 3d	19. Q. to Q. B. 4th	B. takes Kt.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	20. R. takes B.	Kt. to K. 4th (*a*)
4. Q. B. P. 1	Kt. to B. 3d	21. P. takes Kt.	R. takes R.
5. Castles	Q. P. 1	22. Kt. to K. B. 4th(*b*	Q. R. takes K. P.(*c*
6. Q. P. 2	P. takes P.	23. B. to Q. 2d	R. takes Kt.
7. P. takes P.	B. to Q. Kt. 3d	24. Q. takes R.	R. to K. B. 4th
8. Q. P. 1	Q. Kt. to K. 2d	25. Q. to K. 4th	Q. to K. B. 2d
9. Q. Kt. to B. 3d	Castles	26. K. R. P. 1	R. to K. B. 8th, ch.
10. K. Kt. to Q. 4th	K. R. P. 1	27. R. takes R	Q takes R., ch.
11. K. to R. sq.	Q. Kt. to K. Kt. 3d	28. K. to R. 2d	B. to K. Kt. 8th, ch.
12. K. B. P. 2	K. Kt to Kt. 5th	29. K. to K. Kt. 3d	B. to K. B. 7th, ch.
13. K. B. to K. 2d	Q. to K. R. 5th	30. K. to Kt. 4th	Q. to Q. 8th, ch.
14. B. takes Kt.	Q. B. takes B.	31. K. to B. 5th	Q. to K. R. 4th, ch.
14. Kt. to K. B. 3d	Q. to K R. 4th	32. K. to B. 4th	K. Kt. P. 2, ch.
16. Q. to Q. 3d	K. B P. 2	33. K. to B. 5th	P. to Kt. 5th, dis. ch.
17. Q. Kt. to K. 2d	P. takes K. P.	34. B. to Kt. 5th	Q. takes B., ch.

And wins.

Notes.

(*a*) Prettily devised. Black now wins at least "the exchange."

(*b*) Taking the Rook would be obvious suicide.

(*c*) These moves of the second player are of the right stamp, and show that chess genius in Ireland has been dormant, but not dead, since the lamented loss of Mr. Stephens, and his old opponent of Carlow.

Between the same players.

White.	*Black.*	*White.*	*Black.*
1. K. P. 2	K. P. 2	12. P. takes P.	Kt. to Q. 4th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	13. Q. Kt. to K. 4th	B. takes Kt.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	14. Q. takes B.	Q. Kt. to Q. 5th
4. Q. Kt. P. 2	B. takes Kt. P.	15. Q. B. takes Kt.	B. takes B.
5. Q. B. P. 1	B. to Q. R. 4th	16. K. B. takes Kt.	Castles (*a*)
6. Castles	B to Q. Kt. 3d	17. Q. R. to Q. sq.	Q. B. P. 1
7. Q. P. 2	P. takes P.	18. R. takes B.	P. takes B.
8. P. takes P.	Q. P. 1	19. Kt. to K. B. 6th, ch.	P. takes Kt.
9. B. to Q. Kt. 2d	K. Kt. to B. 3d	20. P. takes P.	K. to R. sq.
10. Q. Kt. to Q. 2d	Q. B. to K. Kt. 5th	21. R. to K. R. 4th	
11. K. P. 1	P. takes P.		

Black resigns. (*b*)

Note.

(*a*) He must evidently have lost his Q. had he taken the Bishop.

(*b*) This, like the former, is an extremely smart and well played little skirmish. We shall be pleased to see a few more specimens of the same sort, and on the next occasion with the names of the competitors appended.

CHESS MATCH AT BRIGHTON.

The following is one of the games of a match now pending between Captain Kennedy, the President of the Brighton Chess Club, and Mr. G. Wiel, a German Amateur, long known in this country as a player of considerable skill. The terms of the match are, that the winner of the first eleven games shall be conqueror, and that Captain Kennedy shall wager at the rate of three to two on each game. Up to last week the score stood:

Captain Kennedy 6, | Mr. Wiel 2, | Drawn 1.

Black. (Mr. W.)	*White.* (Capt. K.)	*Black.* (Mr. W.)	*White.* (Capt. K.)
1. K. P. 1	Q. P. 2	17. K. Kt. P. 2	Q. to K. Kt. 3d
2. Q. B. P. 1	Q. B. P. 2	18. K. B. to K. 2d	K. B. P. 1
3. Q. P. 2	K. P. 1	19. K. R. P. 1	P. takes P.
4. K. Kt. to B. 3d	Q. Kt. to B 3d	20. K. B. takes P.	Q. Kt. to K. 4th
5. Q. R. P. 1	Q. R. P. 2	21. Q. to K. R. 5th	Q. Kt. takes K. B.
6. K.B. to Q. Kt. 5th	K. B. P. 1	22. Q. takes Q.	K. Kt. takes Q.
7. Q. to Q. R. 4th	Q. B. to Q. 2nd	23. P. takes Q. Kt.	Q. B. takes P.
8. Castles	K. B. to Q. 3d	24. K. B. P. 1	Q. B. to K. R. 6th
9. Q. Kt. to Q. 2d	K Kt. to K. 2d	25. K.Kt. to K.Kt. 2d	B takes Kt.
10. Q. P. takes P.	B. takes P.	26. K. takes B.	Kt to K. R.5th, ch.
11. Q.Kt. to Q.Kt 3d	K. B. to Q. 3d	27. K. to R. 3d	Kt. takes K. B. P.
12. K. Kt. to Q. 4th	K. P. 1	28. Kt. takes Kt.	P. takes Kt.
13. K. Kt. to K. B. 3d	Castles	29. K. R. to B. 2d	K. R. to K. B. 3d
14. Q. to K. R. 4th	Q. R. P. 1	30. B. to Q. 2d	Q. R. to K. B. sq.
15. Q.Kt. to Q. 2d (*a*)	K. P. 1	31. Q. R. to Q. B. sq.	
16. K. Kt. to K. sq.	Q. to K. sq.		

And White mated in five moves.

(*a*) If Black's K. B. had now taken Q. R. P., he would have been lost, by White on his next move attacking Black's Q. with his K. Kt. at Kt. third.

CHESS IN LIVERPOOL.

Game lately played between the President of the Liverpool Club, and the Hon. Secretary of the London Chess Club.

White. (Mr. P.)	*Black.* (Mr. M.)	*White.* (Mr. P.)	*Black.* (Mr. M.)
1. K. P. 2.	K. P. 2	13. Q. to K. sq.	Q. B. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	14. B. to Q. 2d	Q. Kt. P. 2
3. K.B. to Q.B. 4th	K. B. to Q. B. 4th	15. B. to Kt. 3d	Q. Kt. P. 1
4. Q. B. P. 1	Q. P. 1 (*a*)	16. Kt. to K. 2d	Q. B. P. 1
5. Castles (*b*)	Kt. to B. 3d	17. Kt. takes B.	K. P. takes Kt.
6. Q. P. 2	P. takes P.	18. R. to Q. B. sq.	B. to R. 3d
7. P. takes P.	B. to Kt. 3d	19. B. to Q. B. 4th	B. takes B.
8. Q. P. 1	Kt. to K. 4th	20. R. takes B.	R. to Q. B. sq.
9. Kt. takes Kt.	P. takes Kt.	21. K. B. P. 1	R. to K. sq.
10. Kt. to B. 3d	Castles	22. Q. to K. Kt. 3d	K. to R. 2d
11. K. R. P. 1	K. R. P. 1.	23. K. R. to Q. B. sq.	Q. to Kt. 3d
12. K. to R. sq.	B. to Q. 5th	24. B. takes Q. Kt. P. (*c*)	P. takes B.

White. (Mr. P.)	*Black.* (Mr. M.)	*White.* (Mr. P.)	*Black.* (Mr. M.)
25. R. takes R.	R. takes R.	31. P. takes Q. ch.	K. takes P.
26. R. takes R.	Q. to R. 3d	32. K. Kt. P 2, ch.	K. to B. 5th
27. Q. to Q. Kt. 8th	Kt. to R. 4th	33. P. takes Kt.	Q. P. 1
28. R. to R. 8th, ch.	K. to Kt. 3d	34. R. to K. 8th	K. takes P. (*d*)
29. Q. to K. 5th	Q. to K. B. 3d	35. R. to K. sq.	
30. Q. to B. 5th, ch.	Q. takes Q.		

And wins.

Notes.

(*a*) K. Kt. to B.'s third is a stronger move.

(*b*) P. to Q.'s fourth is considered preferable.

(*c*) This should have been foreseen by Black, his adversary had long been looking for the opportunity.

(*d*) Advancing the Q. P., one step further would have been futile, on account of R. to K.'s fourth, ch., followed by R. to Q.'s fourth, &c.

SOLUTIONS TO PROBLEMS IN No. 12.

No. 45.

White.	*Black.*
1. Q. to K. B. 6th	Kt. takes Kt. (best)
2. B. to Q. 6th, dis. ch.	Kt. interposes (best)
3. R. to K. Kt. 8th, ch.	Q. takes R.
4. Q. takes Kt.	

Mate.

No. 46.

White.	*Black.*
1. Q. takes Kt. ch.	K. takes Q.
2. P. to Q. B. 8th becomes a Kt. ch.	K. to K. B. (best)
3. Kt. takes K. R. P. ch.	K. to K. Kt.
4. Kt. to K. 7th. ch.	K. takes Kt.
5. R. to K. R. 4th, ch.	B. covers
6. R. takes B. ch.	K. to Kt. 2d
7. Kt. to K. B. 5th, ch.	K. to Kt. (best)
8. R. to K. Kt. 7th, ch.	K. to K. B.
9. R. takes R.	

Mate.

No. 47.

White.	*Black.*
1. P. takes Kt. P. ch.	R. takes P.
2. Q. to B. 8th, ch.	R. to Kt.
3. Kt. to Kt. 6th, ch.	P. takes Kt.
4. Q. to R. 6th.	

Mate.

No. 48.

White.	*Black.*
1. Kt. from Q. B. to Q. 3d, ch.	P. takes Kt.
2. K. to Q. Kt. 3d	Q. takes Q. (best)
3. Kt. to Q. 7th, ch.	K. to Q. 5th
4. B. to Q. Kt. 6th.	

Checkmate.

NOTICES TO CORRESPONDENTS.

"V. H. D. L.," Stockholm.—Mr. Lewis received your last communication safely, and replied to it three months since. Not having again heard from you, he is apprehensive his letter has miscarried.

"H. B. B." is mistaken; on looking again, he will find the Mate is perfectly practicable.

"Marasion" is thanked for his suggestion, although its adoption would certainly be put down to the score of vanity and bad taste, in the individual named.

"B. T. W."—We have seen Walker's New Translation of Jaenisch's "Nouvelle Analyse;" but a work of such magnitude demands a more careful examination than at this moment we can bestow on it, and we are compelled, therefore, to postpone our purposed notice for the present.

"J. B. T."—Your emendation of Mr. Woodward's Nine-Move Problem appears too true. It shall be submitted to the Author.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 102.)

Second Variation from White's seventh move.

White.	*Black.*
7. P. takes P.	Q Kt. takes P.
8. K. B. to Q Kt 3d	K. Kt. takes P
9. Q. takes Kt.	R. to K.
10. K. to Q.	Q. P. 2

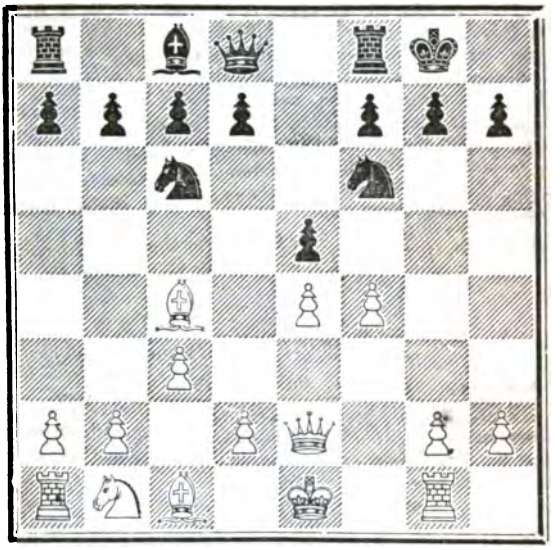
Black sacrifices this Pawn to free his B., and afterwards his Q. Rook.

11. Q. takes P.	B. to K. Kt. 5th, ch

Instead of taking Pawn with Queen, you could take it with Bp. In that case, Black would have played Q. B. P. 1

12. K. to B. 2d	Q. to K. B. 3d

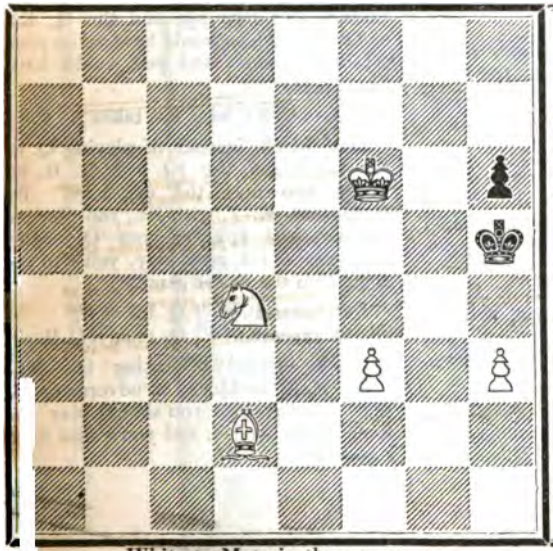
In this position Black, although with a piece minus, can win by force.



The opening we have just examined, is known by the name of the Lopez Gambit; bearing the name of its inventor, Ruy Lopez, who was the first to explain it, in his Treatise on Chess, 1561.

This artful Gambit opening becomes very dangerous if the K. B. P. (that is played on the fourth move), be taken; but if it be not taken, the game may be drawn by adopting different defences. The last is invented by me. It leads to the winning of the game, if White plays on his 4th move the K. B. P. 2; but if the Q. P. be played one square, the game will be equal.

Problem No. 11.



White to Mate in three moves.

Problem No. 12.

White.

K. on his R. sq.
Q. on K. B. 5th sq.
R. on Q. Kt. 7th
Kt. on K. B. 7th
Pawns on K. Kt. 2d, and K. R.'s second.

Black.

K. on his Kt. sq.
Rooks on K. B. and Q. Kt.
Bp. on Q. R. 4th
Kt. on Q. 7th
Pawns on K. R. 2d, K. Kt.'s 2d, Q. Kt. 3d, Q. Kt. 6th, and Q. B. fifth.

White to Mate in 4 moves.

Sixth Lesson.

First Section.

King's Bishop at second move.

The openings we are about to analyze in this lesson being dangerous for the party who has the move, I have thought it better to give the first move to Black. By this means, those amateurs who follow this course will not be led into error on the issue of the game; and they will the more easily be enabled to remember, that the best moves are those which we shall direct the White to play.

Eighteenth Opening.

Black.	*White.*
1. K. P. 2	K. P. 2.
2. K.B.toQ.B.4th	K. B to Q. B. 4th
3. Q. to K. B. 3d	K. Kt. to B. 3d

Black, by bringing out his Queen thus early to K. B. 3d, not only confines the King's Knight, but exposes her to an attack from the adversary's pieces.

Several beginners, who have neither read any work on Chess, nor looked over any games played by good players, bring their Queen to K. B. 3d, threatening mate by taking the K. B. Pawn with Queen.* But they do not see, that by wishing to surprise their adversary, they acquire a bad position, and consequently weaken their game.

Your move, K. Kt. to B. 3d, is well played. You could also play the Q. to K. 2d, but the bringing out the Kt. is preferable.

4. Q. to K. Kt. 3d | Q. to K. 2d.

Black plays his Queen to Kt. 3d, attacking the K. P., and K. Kt. Pawn. Instead of playing the Queen, he could have moved the Q. P. one square. (See Variation.)

Instead of moving the Q. to K. 2d, you could castle. In that case, if Black took your K. Pawn with Queen, you should take his K. B. P. with K. Bishop, checking, and afterwards play the Rook to K. square, which will give you the superiority of a Pawn and a good position.

5. Q. tks.K.Kt.P | R. to Kt.

By taking this Pawn, Black loses the game in a few moves.

6. Q. to K. R. 6th | K.R.tks.K.B.P.,ch

By taking this Pawn, you prevent the Queen from playing to K. R. 4th: Black cannot take the Bishop without losing his Queen.

7. K. to B. | Q. P. 2 sq.

Black plays his K. to B. sq., to take your B. by-and-by, or force you to lose a move.

You push on the Q. P. 2. sq., and leave it to be taken; thereby freeing your Q. B, and allowing your adversary no time to retreat his Q.

8. K. B. to K. 2d | R. to Kt 3d

Black loses his Q., and you will easily win.

Variation from Black's fourth move.

Black.	*White.*
4. Q. P. 1	Q. P. 1
5. QB.toK.Kt.5th	Q. B. to K. Kt.5th

Your move is good, as the following moves will shew. It is, however, necessary to remark, that if Black's Q. had been on her own sq., and the Q. Kt. on Queen's 2d, he would have taken your Kt. with his B., and you would have lost a piece.

6. Q. to K. Kt. 3d | Kt. takes K. P.

Had Black, instead of playing Q. to Kt. 3d, taken the Kt. with Q. B., he would have lost the exchange. By taking the K. P. with Kt., you place it *en prise*, and discover your Q. But whatever Black may play, you will remain with the better game.

7. Q. takes B.	Q. takes B.
8. Q. takes Kt.	Q. to adv. Q.B.,ch.

Black, instead of taking the Kt., could play the Queen to adverse Q. B. sq. In that case you should play the King to his second, and you would have a good game.

---

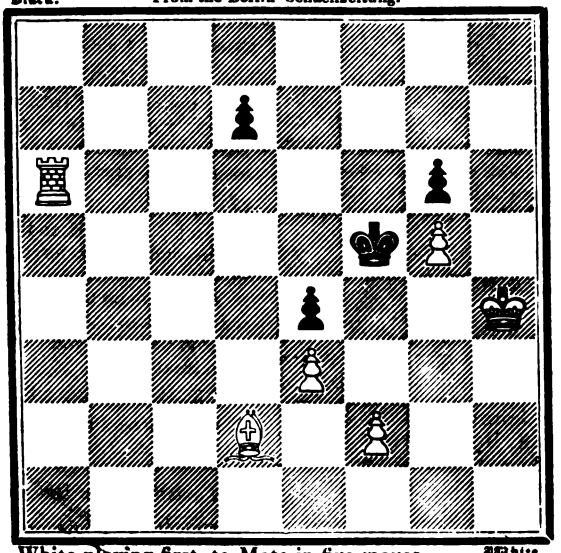
* This Mate is called by the French, *Echec du Berger*; by the Italians, *Scacco Barbiere*; and by the English, *Scholar's Mate.*

PROBLEM No. 53.

By Von S. Leow.

From the Berlin Schachzeitung.

Black.



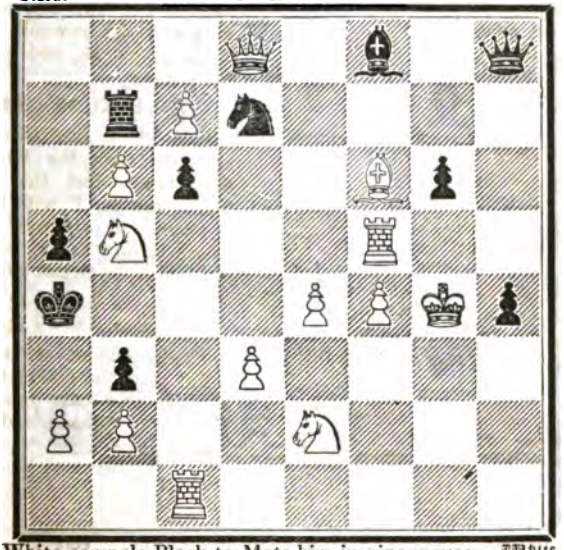
White playing first, to Mate in five moves. White.

PROBLEM No. 54.

By G. W. M.

Of the London Chess Club.

Black.

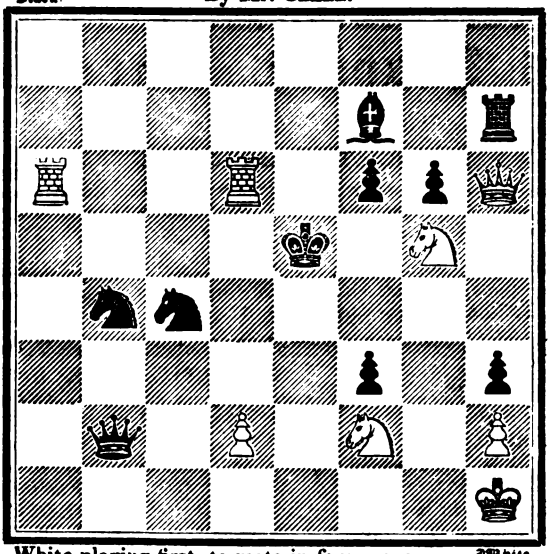


White compels Black to Mate him in nine moves. White.

PROBLEM No. 55.

By Mr. CLARE.

Black.



White playing first, to mate in four moves. White.

PROBLEM No. 56.

By Mr. ANNETT.

Black.

White to play: compels Black to Mate in 3 moves. White.

THE

Chess Player's Chronicle.

No. 15. NEW SERIES. | SATURDAY, APRIL 10, 1847. | PRICE THREE PENCE.

CHESS BY CORRESPONDENCE.

Game now playing by correspondence between Hamburgh and Lubeck. The leading players on the Hamburgh side, are Messrs. HENDERSON, HOFFMAN, and KRUGER. Those of Lubeck, desire to remain anonymous.

White. (Lubeck.)	*Black.* (Hamburgh.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	P. takes P.
4. K. B. to Q. B. 4th	K. B. to Q. B. 4th
5. Q. B. P. 1	K. Kt. to B. 3d
6. K. P. 1	Q. P. 2
7. B. to Q. Kt. 5th	Kt. to K. 5th
8. Q. Kt. P. 2 (*a*)	B. to Q. Kt. 3d
9. K. Kt. takes P.	B. to Q. 2d
10. B. takes Q. Kt.	P. takes B. (*b*)
11. Castles	Castles
12. K. B. P. 1	P. to Q. B. 4th (*c*)
13. Q. Kt. P. tks. P.	Kt. tks. P. at Q. B. 4th
14. K. to R. sq.	K. R. to K. sq.
15. B. to K. B. 4th	Q. B. P. 1
16. Q. to Q. 2d	B. to Q. B. 2d
17. Q. to K. 3d	Q. to K. 2d
18. R. to K. sq	K. B. P. 1. (*d*)
19. Q. Kt. to Q. 2d (*e*	P. takes P.
20. K. Kt. to Q. Kt. 3d	Kt. to Q. R. 5th (*f*
21. B. to K. Kt. 3d	Q. to K. B. 2d
22. Q. to Q. 3d (*g*)	Q. R. P. 2
23. Q. to Q. B. 2d	Q. R. to K. B. 4th
24. Q. to her B. sq.	Q. B. to Q. 6th
25. Q. Kt. to K. B. sq.	Kt. to Q. Kt. 3d
26. Q. Kt. to K. 3d	Q. R. P. 1
27. K. Kt. to Q. 2d	K. R. P. 2
28. Q. to Q. R. 3d	Q. to K. Kt. 3d
29. Q. to Q. B. 5th	Kt. to Q. 2d
30. Q. to Q. Kt. 4th	B. to Q. Kt. 3d
31. Q. to K. R. 4th	B. to Q. R. 4th (*h*)
32. Q. Kt. to Q. sq.	B. to Q. B. 7th
33. Q. to K. R. 3d	Kt. to Q. B. 4th (*i*)
34. R. to K. 3d	B. takes Kt.
35. Q. R. to Q. B. sq. (*k*	B. to Q. B. 7th
36. Q. to K. R. 4th	K. B. to Q. sq.
37. Q. to Q. Kt. 4th	Kt. to Q. 6th
38. R. takes Kt.	Q. takes R.

And White have now to move.

Notes.

(*a*) A false step, from the ill effects of which White never recovered.

(*b*) Had they taken with the B., White might have played Q. to K. Kt. fourth, threatening to win the Kt. next move by K. B. P. one.

(*c*) This part of the game is extremely well conducted by the Hamburgh triumvirate.

(*d*) Finely played.

(*e*) If they had taken the proffered P., Black could have won a piece by re-taking the P. with their Q.

(*f*) Better play than taking the Kt.

(*g*) With the object of playing her afterwards to Q. R. third.

(*h*) Promising to play Q. P. one, and then, if the Kt. retired, to win the Q. by K. B. to Q. square, and Q. B. to K. B. fourth.

(*i*) They

(*i*) They might have left the Kt. with impunity, since White would have lost their Q. if they ventured to take him.

(*k*) The last few moves of White are merely hopeless vagaries. They should have resigned such a game some time before.

CONSULTATION GAME.

Game lately played at the London Chess Club between Messrs. HARRWITZ and and BURGHES, against Messrs. V. CARNAP and MEDLEY.

White. (MM. Von C. & M.)	*Black.* (MM. H. & B.)	*White.* (MM. Von C. & M.)	*Black.* (MM. H. & B.)
1. K. P. 2	K. P. 2	17. Q. to K. R. 4th	K. R. P. one
2. K. B. P. 2	K. B. to Q. B. 4th	18. Q. to K. B. 2d	Q. P. one
3. K. Kt. to B. 3d	Q. Kt. to B. 3d	19. K. P. one	B. takes P.
4. P. takes P.	K. B. to Q. 5th	20. Kt. takes B.	K. to Q. 2d
5. K. B. to Q. Kt. 5th	K. B. to Q. Kt. 3d	21. Q. to K. B. 3d (*a*)	K. Kt. to Q. Kt. 5th
6. Q. P. 2	Q. to K. 2d	22. Q takes Q.	P. takes Q.
7. Q. Kt. to B. 3d	K. B. P. one	23. Kt. to K. B. 4th	K. Kt. P. one
8. P. takes P.	Q. takes P.	24. Kt. to K. 2d	Kt. takes B.
9. Q. Kt. to Q. 5th	Q. to K. Kt. 3d.	25. P. takes Kt.	K. R. to Kt. sq.
10. Castles	K. Kt. to B. 3d	26. Q B. to Q. 2d	K. R. P. one
11. Q. Kt. takes K. B.	R. P takes Kt.	27. K. R. to B. 7th	K. to K. 3d
12. K. P. one	K. Kt. to Q. 4th	28. K. R. to R. 7th	Kt. to Q. 4th
13. K. B. to Q. B. 4th	Q. Kt. to K. 2d	29. Kt. to Q. B. 3d	Q. R. to B.
14. K. Kt. to Kt. 5th	K. R. P. 1	30. Q. R. to K. (ch	K. to K. B. 4th
15. K. B. to Q. 3d	Q. to Q. B. 3d	31. Kt. takes Kt.	P. takes Kt.
16. Q. to K. R. 5th, ch.	K. Kt. P. one	32. K. R. to K. R. 6th	

And Black resigns..

Note.

(*a*) Queen to K. 2d would have won the game.

CHESS IN SCOTLAND.

Game played between Mr. G. and Mr. D., two strong players of Dumfrieshire.

White. (GAMMA.)	*Black.* (DELTA.)	*White.* (GAMMA.)	*Black.* (DELTA.)
1. K. P. 2	K. P. 2	14. B. to Q. 2d	K. R. P. 1
2. K. B. P. 2	P. takes P.	15. K. Kt. to K. B. 7th	K. Kt. takes K. P.
3. K. B. to Q. B. 4th	Q. checks.	16. B. to K. sq. (*a*)	K. Kt. to Q. 3d
4. K. to B. sq.	Q. P. 1	17. Kt. takes K. R.	R. takes Kt.
5. Q. to K. B. 3d	Q. B. to K. 3d	18. Q. to her 5th	Kt. to K. B. 4th
6. B. takes B.	P. takes B.	19. B. to K. B. 2d	B. takes B.
7. Q. P. 2	K. P. 1	20. K. takes B.	Q. Kt. to K. B. 3d
8. P. takes P.	P. takes P.	21. Q. to K. 6th (ch	K. to Kt. sq.
9. Q. to her Kt. 3d	K. B. to Q. B. 4th	22. K. R. to K. sq.	K. R. to K. sq.
10. K. Kt. to R. 3d	Q. Kt. to Q. 2d	23. Q. R. to Q. sq.	Q. R. P. 1
11. Q. Kt. to Q. 2d	Castles	24. Q. to her B. 4th	K. P. 1
12. Q. Kt. to K. B. 3d	Q. to K. R. 4th	25. K. to Kt. sq.	Kt. to K. 6th
13. K. Kt. to Kt. 5th	K. Kt. to B. 3d		

And White resigns.

Note.

(*a*) Had he taken either of the Rooks, Black could have checked at K. Kt. 6th, &c.

CHESS IN LIVERPOOL.

The following game was lately played in the Liverpool Chess Club between the President and Hon. Secretary.

White. (Mr. Spreckley.)	*Black.* (President.)	*White.* (Mr. Spreckley.)	*Black.* (President.)
1. K. P. 2.	Q. B. P. 1	14. R. to K., ch.	K. to B. sq.
2. Q. P. 2	K. P. 2	15. Q. to K. 2d	K. to Kt. sq.
3. P. takes P.	Q. checks.	16. K. R. P. 2	Q. to B. 4th
4. Q. Kt. to B. 3d	Q. takes K. P. (*a*)	17. Q. to K. 8th, ch.	K. to R. 2d
5. K. Kt. to B. 3d	Q. to B. 2d	18. Q. to K. 4th	K. B. P. 2
6. K. B. to Q. B. 4th	Q. Kt. P. 2	19. Q. to Q. 3d	Q. Kt. P. 1
7. B. to Q. Kt. 3d	Q. R. P. 2	20. B. to K. 3d (*c*)	Q. to Kt. 4th
8. Q. R. P. 1	K. R. P. 1	21. K. B. to B. 4th	Q. to Kt. 2d
9. K. P. 1 (*b*)	K. B. to Q. B. 4th	22. K. R. P. 1	R. to B. sq.
10. Castles	K. Kt. to K. 2d	23. P. takes Kt., ch.	K. to R. sq.
11. Kt. to K. 4th	Q. to R. 2d	24. B. takes R. P.	Q. B. P. 1
12. Kt. to Q. 6th, ch.	B. takes Kt.	25. Q. B. to Kt. 5th	Kt. to B. 3d
13. P. takes B.	Kt. to Kt. 3d		

White Mates in three moves.

Notes.

(*a*) This mode of play gives too much scope for the development of the adversary's forces.

(*b*) A formidable obstacle, this little Pawn, to the march of Black's men.

(*c*) He might have mated by force in a few moves, if he had checked with the Kt. at K. Kt. 5th; *e.g.*

20. Kt. to Kt. 5th, ch.	P. takes Kt.	22. P. to Kt. 6th, ch.	K. or Kt. takes P
21. K. R. P. takes P.	Kt. moves (best)		

White Mates in four moves.

CHESS AT BRIGHTON.

Game between the late Mr. Daniels and Capt. Kennedy.

Black. (Mr. D.)	*White.* (Capt. K.)	*Black.* (Mr. D.)	*White.* (Capt. K.)
1. K. P. 2	K. P. 2	15. Q. B. to Q. 2d	Kt. to K. B. 4th (dis. check.)
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th	16. K. to K. B. sq. (*a*	K. R. to K. sq.
3. Q. to K. 2d	Q. Kt. to B. 3d	17. K. to K. Kt. 2d (*b*	K. R. to K. 8th
4. Q. B. P. 1	Q. P. 1	18. K. R. to R. sq. (*c*	K. R. to K. 6th
5. K. B. P. 2	K. Kt. to B. 3d	19. Q. B. takes R.	Kt. takes Q. B., ch
6. Q. P. 1	Q. B. to K. Kt. 5th	20. K. to R. 2d	B. to Q. 3d
7. K. Kt. to B. 3d	Castles	21. Kt. to Q. R. 3d	B. tks. K. B. P., ch.
8. K. R. P. 1	Q. B. takes Kt.	22. K. to Kt. sq.	Q. to K. Kt. 4th, ch.
9. Q. takes B.	Q. P. 1	23. K. to B. 2d	R. to Q. 7th, ch.
10. K. P. takes Q. P.	K. P. 1	24. K. to K. sq.	R. takes Q. Kt. P.
11. P. takes P.	K. Kt. takes P., on K. 4th.	25. K. R. to B. sq.	Kt. to K. Kt. 7th, ch
12. P. takes Q. Kt.	Q. to K. R. 5th, ch.	26. K. to Q. sq.	R. to Q. 7th, ch.
13. K. Kt. P. 1	Kt. takes P.	27. K. to Q. B. sq.	R. to K. B. 7th (dis. ch., and winning Q.)
14. K. R. to R. 2d	Q. R. to Q. sq.		

And Black ultimately lost the game.

*Notes.**

(*a*) If K. goes to Q. square, Kt. checks at K. 6th, winning B.

(*b*) Had Black now attempted to bring his Q. R. into action by playing Q. Kt. to R. 3d, White's subsequent check with Kt. at K. Kt. sixth, would have been fatal.

(*c*) If Black had taken R. with B., White would have retaken with Q., threatening to mate with Her Majesty at K. Kt. 8th, or with Kt. at K. R. 5th.

SOLUTIONS TO PROBLEMS IN No. 13.

No. 49.

White.	*Black.*
1. R. to Q. sq., ch.	Q. takes R.
2. R. to Q. 8th, ch.	K. takes R.
3. P. 1, dis. ch.	K. moves.
4. P. becomes a Kt., ch.	Kt. takes Kt.
5. Kt. retakes.	

Mate.

No. 50.

White.	*Black.*
1. K. R. to K. B. 5th, ch.	K. takes Q. R.
2. B. to K. B. 7th.	R. to Q. B. 3d (best).
3. R. to Q. 8th, ch.	K. to Q. B. 5th.
4. B. to Q. B. 3d.	K. to Q. Kt's 6th.
5. R. to Kt.'s 5th, dble ch.	K. to R. 5th or 6th.
6. R. to Q. R. 5th.	

Mate.

No. 51.

White.	*Black.*
1. Q to R. 5th, ch.	K. takes Q.
2. Kt. to B. 4th, ch.	K. moves.
3. R. to Q. R. 3d.	Anything.
4. P. to Q. B. 3d, ch.	P. takes P.
5. P. takes P.	

Mate.

No. 52.

White.	*Black.*
1. R. at K. 5th. takes B., ch.	Q. takes R. ch.
2. Kt. to Q. B. 5th, ch.	K. to Q. Kt. 4th.
3. R. takes Q., ch.	R. takes R.
4. Q. to Q. Kt. 7th, ch.	K. takes Kt.
5. Q. to Q. Kt. 6th, ch.	K. to Q. 4th.
6. Q. to K. 6th, ch.	K. to Q. B. 4th.
7. Q. to Q. 6th, ch.	K. to Q. Kt. 4th.
8. Q. to Q. Kt. 6th, ch.	K. takes Q., dis. mate.

NOTICES TO CORRESPONDENTS.

"L. Anonimo."—Your correction has been handed to the Author.

"C. R. L."—Very acceptable. We shall be glad to hear from our old contributor more frequently.

"C. B. W."—Received with thanks, though of little utility compared with Problems unfettered by such conditions, as to mate with a particular Pawn or Piece.

"I. S."—It is quite true that Mr. Mc G——y's position (No. 50) can be solved in five moves, but not in four, as I. S. at first imagined.

"A. F. W."—The circular of the Committee, chosen to conduct the Annual Meeting of the Yorkshire Chess Association this year, will be issued in a few days, and will doubtless afford you the information asked. In the mean while, we may mention that the festival is appointed to be held at Hull, on Wednesday, the 12th day of May.

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* In publishing this game, it is the wish of Captain Kennedy that it should be stated, that, although vanquished in this instance, Mr. Daniels was the stronger player, and won a large majority of the games between them.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 110.)

You have lost a piece, but your position is so good that it will compensate you for the loss.

9. K. to his 2d | Castles.

In this position, if Black should take the Q. Kt. P., you bring out the Q. Kt. to Q. 2d; and if, instead of taking Q. Kt. P., he should play K. Kt. P., you bring out the Kt. to B. 3d, and afterwards play Q. Kt. Pawn.

This variation, which includes several moves worthy of notice, is given by Lewis in his work, "A Second Series of Lessons of the Game of Chess," p. 16, *et infra*, 1834.

Nineteenth Opening.

Black.	*White*
1. K. P. 2	K. P. 2
2. K.B. toQ.B.4th	K. B. to Q. B. 4th
3. Q. to K.Kt.4th	Q. to K. B. 3d

By playing the Queen to K. Kt. 4th, Black attacks your K. Kt. Pawn, and forces you to make a defensive move.

Your move of Q. to K. B. 3d, is sufficiently good. You defend the K. Kt. P., and at the same time attack the adversary's K. B. Pawn.

4. K. Kt. to B. 3d	Q. Kt. to B. 3d
5. Q. to Kt. 3d	Q. P. 1 sq.

In this position, the game may be considered equal. Black has been forced to play his Queen, to prevent her from being attacked by your Q. Bishop, which you would do by pushing the Q. Pawn two squares. This defensive move causes him to lose the advantage of the move, an advantage which can be preserved for fourteen or fifteen moves, in the ordinary regular openings.

Twentieth Opening.

Black.	*White.*
1. K. P. 2	K. P. 2
2. K.B.toQ.B.4th	K. B. to Q. B. 4th
3. Q. to K. R.5th	Q. to K. 2d.

In the Third Lesson, we have explained how you should play when your adversary plays, at the third move, the Queen to K. R. 5th. It is very true that, in the opening to which we have alluded, you played at your third move the Q. B. P. 1, but this move alters so little the position, that almost all the combinations which we have analyzed are to be met with in the present opening. This motive, together with the fear of wearying the learner with repetition, induces us to refer him to the aforesaid opening.

4. Q. Kt. to B. 3d	Q. B. P. 1
5. K. Kt. to B. 3d	K. Kt. to B. 3d.
6. Q. takes K. P.	K. B.tks.K.B.P.,ch
7. K. to B. sq.	Q. takes Q.

If Black, instead of playing his K. to B., had taken the B., you should give check with your Kt. at K. Kt. fifth.

He might have also played his K. to Q, but his position would not have altered.

8. Kt. takes Q. | K. B. to Q. 5th

Your move is very good. The Calabrese first pointed out this move.

9. Kt. tks. K. B. P. | Q. P. 2 sq.

Black might have withdrawn his K. Kt. to B. 3d, instead of taking K. B. P. In that case you should take Q. Kt. with your Bishop, and afterwards take K. P. with Kt.

10. K. Kt. takes R. | P. takes B.

Black, in this position, cannot save his Kt.: you will consequently have two Pawns more, which will give you the game. Had the Black King been on his Queen's square, instead of on his B.'s square, his K. R. would be at liberty; that, however, would not prevent you from taking the Kt.

Twenty-first Opening.

Black.	*White.*
1. K. P. 2	K. P. 2
2. K.B.toQ. B. 4th	K. B. to Q. B. 4th
3. Q. to K. R. 5th	Q. to K. B. 3d

This opening, which is from Cozio, shews, that White could, at the third

move of the preceding opening, move his Queen to B. 3d, and have as good a game.

4. K. Kt. to B. 3d	Q. P. 1
5. Q. P. 1	K. R. P. 1 sq.

You play this Pawn to prevent Black from playing his Q. B., or Kt. to K. Kt. 5th.

6. K. Kt. to his 5th (see Variation.)	K. Kt. P. 1
7. K.B.tks.K.B.P.ch	K. to his 2d
8. B. tks. K.Kt.P.	R. P. takes Kt.

Black would have done better had he taken the Q. Kt. P. with Queen. He would have lost a piece, but he would have had three Pawns more, and two of them passed Pawns.

9. QB.tks.K.Kt.P.	R. takes Q.
10. B. takes Q. ch	Kt. takes Q.
11. B. takes R.	Kt. takes B.

You have evidently the better game.

Variation from Black's Sixth move.

Black.	*White.*
6. B. to K. Kt. 5th.	Q. to K. Kt. 3d
7. Q. takes Q.	P. takes Q.
8. B. to Q. 2d.	Q. Kt. to B. 3d
9. K. Kt. to R. 4th	K. Kt. to K. 2d
10. Q. Kt. to B. 3d	K. Kt. P. 1 sq.

Your game is better. The doubled Pawn hinders Black from playing out his Kt., and pushing his K. B. P. 2 squares. He, at the same time, leaves a file open, which can be taken possession of by your Rooks, forming an attack, and introducing themselves in your adversary's game.

PROBLEM No. 57.

By H. C. Kræger.

A veteran amateur of Hamburgh, who, fifty years since, was one of the finest players in Germany.

Black.

White playing first, to Mate in six moves. White.

PROBLEM No. 58.

By The Rev. C. S. L——.

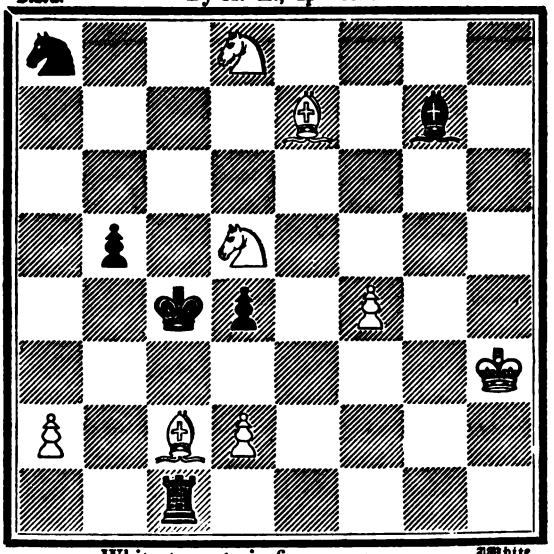
Black.

White to play, and Mate in three moves. White.

PROBLEM No. 59.

By A. L., Ipswich.

Black.



White to mate in four moves.

White.

PROBLEM No. 60.

By W. H. C.

Black.

White to Mate in five moves.

White.

THE

Chess Player's Chronicle.

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CHESS IN SCOTLAND.

Game lately played between Mr. G. and Mr. D., of Dumfrieshire.

White. (GAMMA.)	*Black.* (DELTA.)	*White.* (GAMMA.)	*Black.* (DELTA.)
1. K. P. 2	Q. B. P. 2	21. Q. R. to K.	Q. Kt. to Kt. 2d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	22. Q. Kt. P 1 (*b*)	Q. R. P. 1
3. Q. B. P. 1	K. P. 2	23. Kt. to B. 3d	K. to B. 2d
4. K. B. to Q. B. 4th	Q. P. 1	24. Kt. to K. 2d	Q. Kt. P. 1
5. Castles.	Q. B. to Kt. 5th	25. P. to Q. 4th	Q. B. P. takes P.
6. Q. to Q. Kt. 3d	Q. to Q. B. 2d	26. Kt. takes P.	P. takes P.
7. K. Kt. to Kt. 5th	K. Kt. to R. 3d	27. P. takes P.	Q. R. P. 1 (*c*)
8. K. B P. 2	K. B. P. 1	28. Kt. to Kt. 5th (ch	K. to Q.
9. Kt. to K. 6th	B. takes Kt.	29. Q. R. to Q. B.	Kt. to Q. B. 4th
10. B. takes B.	P. takes P.	30. K. R. to Q. R. 3d	Q. R. P. 1
11. R. takes P.	Q. Kt. to Q. R. 4th	31. K. B. to K. B. 5th	K. R. to Kt.
12. Q. to Q. 5th	Q. to Q. B. 3d	32. Kt. to Q. 4th	K. R. to Kt. 2d
13. Q. B. P. 1	K. B. to K. 2d	33. Q. B. to Q. Kt. 4th	K. Kt. to Q. 2d
14. Q. P. 1 (*a*)	Q. takes Q.	34. Q. R. to K.	K. to B. 2d (*d*)
15. K. P. takes Q.	K. Kt. P. 2	35. K. R. to K. 3d	B. to K. B.
16. R. to K. 4th	K. Kt. to B. 2d	36. K. B. tks Kt. (*e*)	K. takes B.
17. Kt. to B. 3d	K. Kt. to K. 4th	37. B. takes Kt.	P. takes B.
18. R. to K. 3d	K. R. P. 2	38. Kt. to K. 6th	R. to R. 2d
19. Kt. to Kt. 5th	K. to Q.	39. Kt. takes B. (ch	R. takes Kt.
20. B. to Q. 2d	Q. Kt. P. 1	40. R. to K. 6th	

Wins a Pawn, and eventually the Game.

Notes.

(*a*) Q. to K. R. 5th, ch. seems better.
(*b*) With the intention of advancing Pawn to Q. 4th next move.
(*c*) He would evidently lose a piece, if he took Q. B. Pawn.
(*d*) Black has most successfully foiled White's efforts to gain the exchange.
(*e*) Perhaps R. to K. 8th would have been more desirable, but Black, seeing one method of winning, preferred adhering to it.

Between Mr. HARRWITZ and one of the strongest Amateur Players of the day.

White. (Mr. H.)	*Black.* (Amateur.)	*White.* (Mr. H.)	*Black.* (Amateur.)
1. K. P. 2	K. P. 2	14. B. to Q. Kt. 5th, ch.	K. to B. sq. (*c*)
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	15. Kt to. K. B. 3d	Kt. takes P., ch.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	16. R. takes Kt.	B. takes R.
4. Q. Kt. P. 2	B. takes Kt. P.	17 B. takes K. P.	K. B. P. 1
5. Q. B. P. 1	B. to Q. R. 4th	18. Q. P. 1 (*d*)	Q. to K. B. 2d (*e*)
6. Castles	Q. P. 1	19. P. takes P.	K. Kt. P. 1
7. Q. P. 2	P. takes P.	20. B. to Q. 6th, ch.	K. to Kt. 2d
8. P. takes P.	B. to Q. Kt. 3d	21. K. P. 1	Q. B. to K. Kt. 5th
9. Q. P. 1	Q. Kt. to K. 4th (*a*)	22. Q. to K. 2d	Q. B. takes Kt.
10. Kt. takes Kt.	P. takes Kt.	23. Q. takes Q. B.	B. to Q. 5th
11. B. to Q. Kt. 2d	Q. to K. 2d	24. R. to K. B. sq.	K. B. P. 1
12. K. to R. sq.	K. Kt. to B. 3d	25. Q. takes Q Kt. P.	B. to Q. Kt. 3d
13. Q. Kt. to Q. 2d	K. Kt. to Kt. 5th (*b*	26. K. P. 1	

Black Resigns.

Notes.

(*a*) This is not thought so advisable as playing the Kt. to K. second.

(*b*) Premature. To this move, Black may attribute much of his subsequent embarrassment.

(*c*) He would have lost at least a Pawn, by interposing the Q. B.

(*d*) From this stage, White plays very ingeniously.

(*e*) Better to have played the Q. to her square again.

CHESS AT BRIGHTON.

Game between CAPTAIN KENNEDY and MR. G. WIEL.

Black. (MR. W.)	*White.* (CAPT. K.)	*Black.* (MR. W.)	*White.* (CAPT. K.)
1. K. B. P. 2	Q. P. 2	13. P. takes P.	Q. Kt. takes P.
2. K. P. 1	Q. B. P. 2	14. Q. to K. R. 5th	K. Kt. P. 1
3. Q. P. 2	K. P. 1	15. Q. to K. Kt. 5th	K. R. P. 1
4. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. Q. to K. Kt. 3d	Q. to K. B. 3d
5. Q. B. P. 1	K. B. P. 1	17. Q. to K. B. 4th	R. to K. B. sq.
6. K. B. to Q. Kt. 5th	Q. B. to Q. 2d	18. Q. takes Q.	R. takes Q.
7. Castles	K. B. to Q. 3d	19. Q. Kt. to Q. 2d	Q. Kt. to K. Kt. 5th
8. K. B. to Q. R. 4th	K. Kt. to K. 2d	20. Q. Kt. to K. B. sq.	Q. B. to Q. Kt. 4th
9. K. B. to Q. B. 2d	Castles	21. Q. B. to Q. 2d (*a*)	Q. B. takes Q. Kt.
10. K. Kt. to K. R. 4th	K. P. 1	22. R. takes B.	K. B. takes K. R. P. (check)
11. K. B. P. takes P.	K. B. P. takes P.		
12. R. takes R.	Q. takes R.	23. K. to R. sq.	R. takes R.

Mate.

Note.

(*a*) This move loses Black the game at once. He ought rather to have retreated his K. Kt. to B. 3d, still, however, having the worst of the battle—*e. g.*

21. K. Kt. to B. 3d	Q. B. takes Q. Kt.
22. K. takes B.	Kt. takes K. R. P. (check)
23 K. to B. 2d	Kt. takes Kt.
24. P. takes Kt.	

White is *plus* a passed Pawn, with a good position, and ought therefore to win.

CHESS AT LEIPSIC.

The two following games were lately played between COUNT VITZHUM, one of the strongest amateurs of the *Cercle des Echecs* in Paris, and HERR HIRSHBACH, the editor of the Leipsic Chess Magazine.

White. (Herr H.)	*Black.* (Count V.)	*White.* (Herr H.)	*Black.* (Count V.)
1. K. P. 2.	K. P. 2	12. Q. tks. dbl. P.	K. B. to K. 2d
2. K. B. P. 2.	P. takes P.	13. Q. P. 1	Castles
3. K. B. to Q. B. 4th	Q. Kt. P. 2 (*a*)	14. Q. B. to K. 3d	K. B. P. 1
4. B. takes Kt. P.	Q. B. P. 1	15. B. takes Kt.	P. takes K. P.
5. B. to Q. B. 4th	Q. to K. R. 5th, ch.	16. Q. to her B. 4th, ch.	Q. P. 2
6. K. to B. sq.	Q. B. to Q. R. 3d	17. Q. Kt. takes Q. P.	R. takes K. Kt., ch.
7. Q. to K. 2d	B. takes B.	18. K. to Kt. sq. (*b*)	P. takes Kt.
8. Q. takes B.	K. Kt. to B. 3d	19. Q. takes P., ch.	R. to K. B. 2d
9. K. Kt. to B. 3d	Q. to K. R. 4th	20. Q. takes Q. R.	P. takes B.
10. P. to K. 5th	Kt. to Q. 4th	21. Q. tks. Kt., ch.	R. to B. sq.
11. Q. Kt. to B. 3d	Kt. to Q. Kt. 3d	22. Q. takes P.	Q. to K. 7th

The partie was not finished, but it must evidently be won by White.

Notes.

(*a*) This is an interesting variation from the ordinary defence of the K. Bishop's Gambit.

(*b*) Suppose B. to K. B. second.

Between the same players.

Black. (Count V.)	*White.* (Herr H.)	*Black.* (Count V.)	*White.* (Herr H.)
1. K. P. 2	K. P. 2	11. Q. to her R. 5th	Q. Kt. P. 1
2. K. Kt. to B. 3d	Q. P. 2 (*a*)	12. Q. P. 2	P. tks. P. in passing
3. P. takes P.	P. to K. 5th	13. Q. to her R. 4th	Q. Kt. P. 1
4. Q. to K. 2d	Q. to K. 2d	14. Q. to R. 5th	P. takes B.
5. Kt. to Q. 4th	Q. to K. 4th	15. Q. B. to Q. 2d (*b*)	K. Kt. to K. 2d
6. Q. to her Kt. 5th, ch	Q. Kt. to Q. 2d	16. K. R. to K. sq.	Q. to her 3d
7. Q. B. P. 1	K. B. to Q. B. 4th	17. Q. B. to K. B. 4th	B. tks. K. B. P., ch.
8. K. Kt. to Q. Kt. 3d	Q. takes Q. P.	18. K. takes B.	Q. takes B., ch.
9. K. B. to Q. B. 4th	Q. to K. 4th	19. K. to Kt. sq.	
10. Castles	Q. B. P. 1		

White wins.

Notes.

(*a*) This is not a good move, but care is required in taking advantage of it.

(*b*) To play R. to K. square.

Game lately played by Mr. WILLIAMS, giving Pawn and two moves, to Mr. G. W. MEDLEY of the London Chess Club.

(*Remove White's K. B. Pawn.*)

Black. (Mr. MEDLEY.)	*White* (Mr. WILLIAMS.)	*Black.* (Mr. MEDLEY.)	*White.* (Mr. WILLIAMS.)
1. K. P. 2		7. K. B. P. 2	K. Kt. to R. 3d
2. Q. P. 2	K. P. 1	8. K. Kt. to B. 3d	Castles.
3. Q. B. P. 2	Q. B. P. 2	9. Q. to Q. B. 2d	Q. Kt. to R. 3d
4. Q. P. 1	Q. P. 1	10. Q. R. P. 1	Q. Kt. to B. 2d
5. K. B to Q. 3d	K. Kt. P. 1	11. K. R. P. 1	Q. R. P. 1
6. Q. Kt. to B. 3d	K. B. to Kt. 2d	12. Q. R. P. 1	Q. R. to Kt.

Black. (Mr. Medley.)	*White.* (Mr. Williams.)	*Black.* (Mr. Medley.)	*White.* (Mr. Williams.)
13. K. Kt. P. 2	P. takes Q. P.	22. P. takes Kt. P.	K. R. P. takes P.
14. Q. B. P. takes P.	Q. Kt. P. 2	23. K. P. 1	Q. to K.
15. P. takes P.	P. takes P.	24. K. P. 1	K. Kt. to Q. B. 4th
16. K. Kt. P. 1	K. Kt. to B. 2d	25. B. to K. B. 3d	K. Kt. to Q. 6th, ch
17. K. R. P. 1	Q. B. to K. Kt. 5th	26. K. to Q.	Q. Kt. P. 1
18. K. B. to K. 2d	B. takes Kt.	27. Q. to K. R. 2d	Q. Kt. takes K. P.
19. B. takes B.	K. Kt. to K. 4th	28. Q. to K. R. 7th, ch	K. to K. B. 2d
20. B. to K. 2d	K. Kt. to Q. 2d	29. P. takes Kt., ch	
21. K. R. P. 1	Q. B. P. 1		

And Wins.

SOLUTIONS TO CALVI'S PROBLEMS Nos. 11 & 12.

No. 11.

White.	*Black.*
1. B. to K. Kt. 5th	Pawn takes Bishop.
2. Kt. to K. B. 5th	Pawn 1 sq.
3. One of the Pawns takes the P.	

Mate.

No. 12.

White.	*Black.*
1. Kt. to R. 6th, ch.	K. to R.
2. Q. to K. B. 7th	R. takes Q.
3. R. takes R., ch	R. to Bishop.
4. R. takes R.	

Mate.

SOLUTIONS TO PROBLEMS IN No. 14.

No. 53.

White.	*Black.*
1. R. to Q. 6th	K. moves.
2. B. to Q. Kt. 4th	,,
3. B. to Q. R. 5th	,,
4. B. to Q. B. 7th	,,
5. R. to K. B. 6th	,,

Mate.

No. 54.

White.	*Black.*
1. Kt. from Kt. 5th to B. 3d ch	K. to Kt. 5th
2. R. to Q. Kt. 5th ch	P. takes R.
3. Q. R. P. 1 ch	K. to Q. B. 4th
4. Kt. to Q. R. 4th, dble ch	K. to Q. 3d
5. Q. to K. 7th, ch	B. takes Q.
6. R. to Q. B. 6th, ch	K. takes R.
7. Kt. to Q. 4th, ch	K. to Q. 3d
8. P. becomes a Kt. ch	Q. takes Kt.
9. B. to K. 5th, ch	Kt. takes B.

Mate.

No. 55.

White.	*Black.*
1. Kt. takes P. ch	K. moves.
2. Q. to K. B. 4th, ch	K. takes Q.
3. R. takes P. ch	Q. takes R.
4. R. takes Q. ch	

Mate.

No. 56.

White.	*Black.*
1. B. to Q. B 4th, ch	Kt. covers.
2. R. to Q. B. 7th, ch	Q. takes R.
3. B. takes Kt. ch	B. takes B.

Mate.

NOTICES TO CORRESPONDENTS.

"A. H——ll," Leicester—has our best thanks for his friendly offer. The Problem shall appear in an early number. His former clever little stratagem was given among the Enigmas in the Illustrated London News.

"T. W," Liverpool.—Accepted, with many acknowledgments. The emendation alluded to, shall be sent per Post.

"J. N."—We have been unable, from the pressure of many claims upon our attention at this moment, from examining your problems, but they shall receive attention shortly.

"Philo Chess."—The price of "Stanley's Chess Magazine" is two shillings per number in this country. The annual subscription for it in New York is three dollars.

"M. T. S. R." Devenport.—Your solution of No. 45 appears the correct one. The one published seems erroneous. Try again to solve the beautiful stratagem on our wrapper. It is one of the most masterly four-move positions extant. Many of the Problems published in the "Chronicle" formerly were extremely difficult, and have puzzled the finest players of the day. Our present aim is to adapt these ingenuities to the capacity of rising amateurs, rather than to the finished adept.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 118.)

Twenty-second Opening.

The Double Gambit.

This opening is the invention of M'Donnell. La Bourdonnais first noticed this opening in the "*Palamede*," 2nd Vol., p. 250. This fine player shews, in a few moves, an excellent defence, which I am about to shew; for I feel persuaded that it is the only defence which can be successfully opposed to so ingenious an attack.

Black.	*White.*
1. K. P. 2.	K. P. 2
2. K.B.toQ.B.4th	K. B. to Q. B. 4th
3. Q. Kt. P. 2	B. takes P.

Black sacrifices the Q. Kt. Pawn, to change the position of your Bishop.

You can take this Pawn, without leaving your adversary a superior position.

4. K. B. P. 2 sq. | Q. P. 2 sq.

If you took this Pawn, Black would bring out his K. Kt., and would form the attack of the King's Gambit, which you could not parry, on account of the bad position of your Bishop.

Your move of Q. P. 2, is a good defensive move. You bring your Q. B. into play, and mask, at the same time, his K. Bishop. This move changes the game at once.

5. K. P. takes P. | K. P. 1

If Black, instead of taking your Q. Pawn with his K. P., had taken it with the K. B., you should play the Q. B. P. 1, and afterwards move Queen to her fifth.

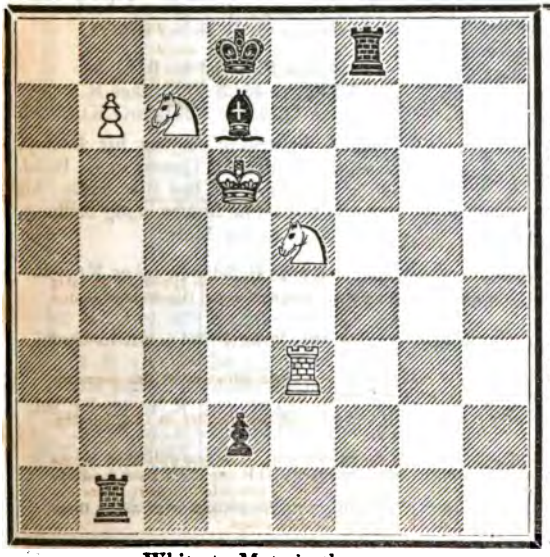
Your move of K. P. 1, is very good. It prevents the adverse K. Kt. from playing to K. B. third, and prevents your adversary from covering the attack of your Bishop, when played to Q. B. 4th.

If, instead of playing K. P. 1, you had taken the Pawn with Pawn, Black would have played his K. Kt. to B. 3d.

Your position is sufficiently good, and you ought eventually to win the game.

End of Sixth Lesson.

PROBLEM No. 13.



White to Mate in three moves.

PROBLEM No. 14.

White.

K. on Q.'s 7th
Q. on K.'s 2d
Q. Kt. on his fifth.
Pawns on Q. Kt.'s 4th, Q. R.'s 4th, Q.'s 5th, and K.'s 4th squares.

Black.

K. on Q. Kt.'s 2d
Q. on Q. R.'s 3d
Kt. on Q.'s 3d
Pawns on Q. R.'s, Q. Kt.'s 3d, Q. B.'s, and K.'s fourth squares.

White to Mate in 4 moves.

CALVI.

Seventh Lesson.

First Section—K. B. at 2d move.

Twenty-third Opening.

This opening, which is to found in "Stein," does not give any remarkable superiority to White; on the contrary, he directs White to bring out his pieces with so little effect, that Black could, at the end of several moves, take the attack from you.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. Q. P. 1	Q. P. 1
4. Q. to K. 2d	Q. to K. 2d
5. Q. B. to K. 3d	B. takes B.

When you cannot mask the direction of the adverse K.'s B. with your Q.'s P., the only piece which you can successfully oppose to it, is the Q.'s B. This move, which appears rather a defensive than an attacking move, is a pretty good one in this position.

If Black, instead of taking your Bishop, had withdrawn it to Q. Kt. 3d, you should take it, and on the following move should play the K. B. P. 2 sq., which would give you a good game. In general, when an opportunity presents itself of exchanging a piece, it is better to take it first. It may, however, happen that by allowing your adversary to take your piece, you gain an advantage by bringing a piece into play, or by replacing a doubled Pawn, &c.

6. Q. takes B.	Q. B. to K. 3d
7. Q. Kt. to Q. 2d	Q. B. P. 1 sq.

Black plays the Q. B. P., to enable him to push on the Queen's Pawn.

8. B. takes B.	Q. takes B.

Black would have done better had he taken the Bishop with the Pawn, for he would have been the first to bring his Rook into play.

9. K. B. P. 2	Q. to K. Kt. 5th
10 P. takes P.	

You have a better game than your adversary. If he take the K. P. with Pawn, you play K. Kt. to B. 3d, and afterwards castle on the Queen's side; and if, instead of taking K. P., he should take the K. Kt. P. with the Queen, you castle He cannot take the Rook without losing his Queen.

Twenty-fourth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th

It is to Mr. Walker we are indebted for this game. It contains several irregular moves on the part of Black; but, on the other hand, White acquires so brilliant an attack, that it becomes interesting.

3. Q. P. 1	Q. B. P. 1
4. Q. to K. 2d	Q. P. 1
5. K. B. P. 2 sq.	P. takes P.

Black, by taking this Pawn, leaves his adversary master of the centre. (See the "Lopez Gambit," of which this opening may be considered as a variation).

6. Q. B. takes P.	Q. to K. B. 3d

Instead of taking the Pawn, you ought to bring the Kt. to B. third.

7. Q. to K. B. 3d	Q. tks. Q. Kt. P.

You would have played better, by withdrawing Q. B. to her square.

8. K. B. tks. K B. P. ch	K. to Q. 2d
9. K. Kt. to K. 2d	Q. takes R.
10. K. to Q. 2d	KB. to Q. Kt. 5th, ch

Black, instead of playing his Bishop, should withdraw his Queen to K. B. 3d. After the move he has just made, his game is lost. The moves being brilliant, I give them to the Mate.

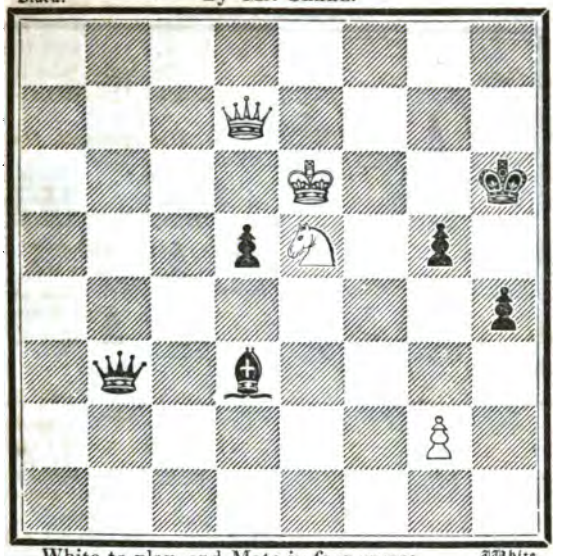
11. Q. Kt. to B. 3d	B. takes Kt., ch.
12. Kt. takes B.	Q. takes R.
13. Q. to K Kt. 4th, ch	K. to Q. B. 2d
14. Q. tks. K. Kt. P.	Q. Kt. to Q. 2d
15. Q. to K. Kt. 3d	Q. Kt. P. 1
16. Q Kt. to his 5th ch	P. takes Kt.
17. Q. B. tks. P., ch	K. to Q. Kt. 2d
18. K. B. to Q. 5th, ch	K. to R. 3d.
19. Q. P. 1	Doubled P. 1 sq.
20. Q. B. tks. P.	K. to Kt. 4th

White gives checkmate in three moves.

PROBLEM No. 61.

By Mr. CLARE.

Black.

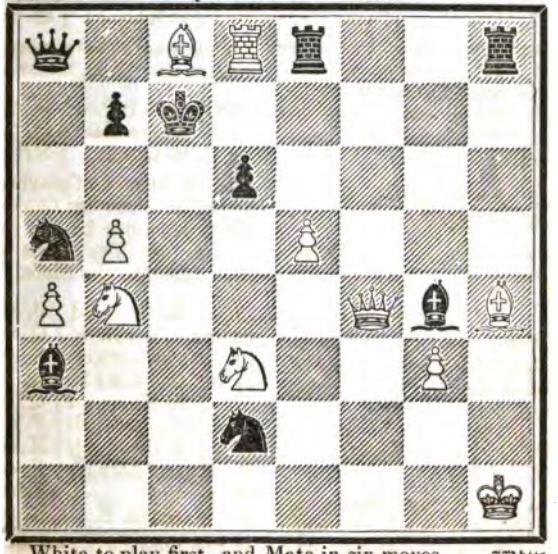


White to play, and Mate in four moves. White.

PROBLEM No. 62.

By Mr. M'c G——y.

Black.

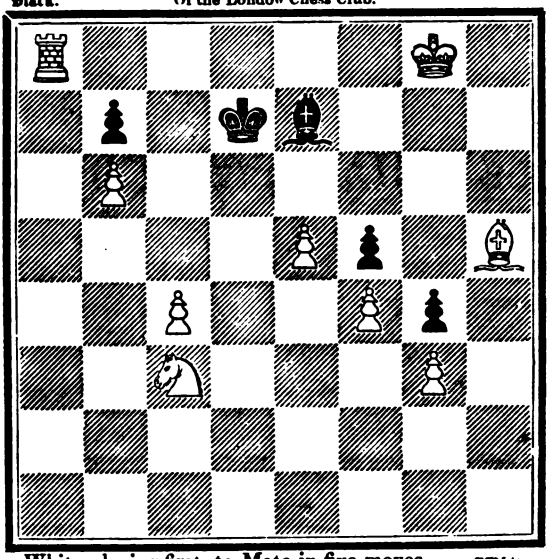


White to play first, and Mate in six moves. White.

PROBLEM No. 63.

By Mr. G. W. Medley.
Of the London Chess Club.

Black.

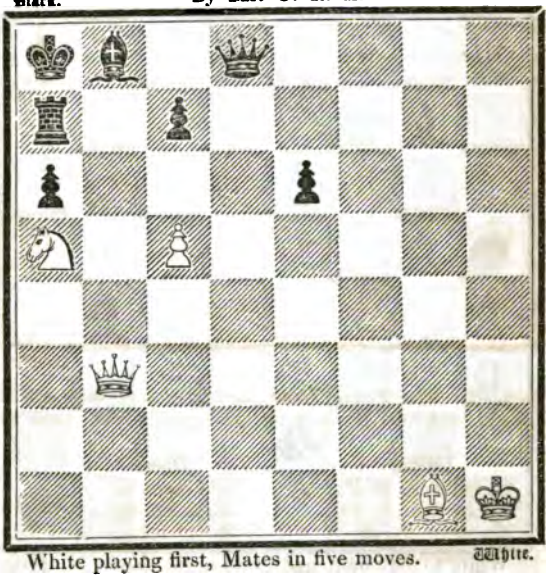


White playing first, to Mate in five moves. White.

PROBLEM No. 64.

By Mr. C. R. L.

Black.



White playing first, Mates in five moves. White.

THE

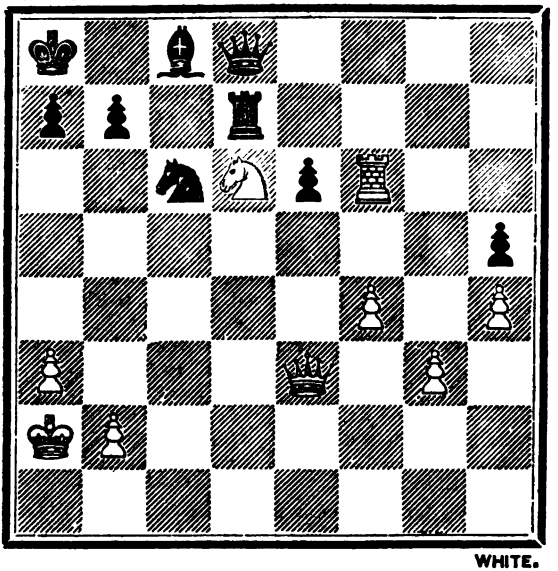
Chess Player's Chronicle.

No. 17. NEW SERIES. | SATURDAY, APRIL 24, 1847. | PRICE THREE PENCE.

CURIOSITIES OF CHESS.

This beautiful end-game, hitherto unpublished, occurred in play between the celebrated Mendheim and Herr F., a German Amateur.

BLACK.



WHITE.

In this position, Mr. Mendheim, White, having to play, took the Bishop with his Knight, and Black took the Rook with his Queen—the game then proceeded thus:—

White.	*Black.*
Q. takes Q. R. P., ch.	Kt. takes Q.
Kt. to Kt. 6th, ch.	K. to Kt. sq.
Kt. takes R., ch.	K. to B. 2d
Kt. takes Q.	

And White wins.

THE following hard fought game was lately played by Messrs. HARRWITZ and TUCKETT.

White. (M. H.)	*Black.* (Mr. T.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 2
3. Q. P. 2	Q. P. takes K. P.
4. Kt. takes P.	K. B. to Q. 3d
5. Q. to K. R. 5th	Q. B. to K. 3d
6. Q.B. to K.Kt.5th	K. Kt. to B. 3d
7. Q. to K. R. 4th	K. R. P. 1
8. Q. Kt. to Q. 2d	K. B. to K. 2d
9. B. takes Kt.	P. takes B. (*a*)
10. K.Kt. to Q.B.4th	P. to K. B. 4th
11. Q. to K. Kt. 3d	Q. Kt. P. 2
12. K. Kt. to K. 5th	Q. R. P. 1
13. Q. B. P. 1	Q. to her 4th
14. K. B. to K. 2d	K. B. to Kt. 4th
15. K. B. P. 2 (*b*)	K. B. to B. 3d
16. Castles on K. side	K. R. P. 1
17. Q. to K. 3d	K. R. P. 1
18. Q. B. P. 1	Q. to Q. Kt. 2d
19. Q. P. 1	Q. B. to Q. B. sq.
20. Q.Kt. to Q.Kt.3d	K. B. to K. 2d
21. Q. R to Q. sq.	Q. Kt. to Q. 2d
22. K. to R. sq.	P. takes P.
23. B. takes P.	Q. R. P. 1
24. K.Kt. tks. K.B.P.	K. R. to B. sq.
25. Q. P. 1	K. B. to K. B. 3d
26. K. Kt. to K. 5th	Q. B. P. 1
27. K. Kt. to Kt. 6th	K. Kt. to Q. Kt. 3d
28. Q. to her B. 5th	Kt. takes B.
29. Q. takes Kt. (*c*)	R. to K. B. 2d
30. K. Kt. to K. 5th	R. to Kt. 2d
31. Q.Kt. to Q.B.5th	Q. takes Q. Kt. P.
32. K. R. to Kt. sq.	B. takes Kt.
33. Q. P. 1, ch.	B. takes P.
34. Kt. takes B.	R. takes Kt.
35. Q. to Kt. 8th, ch.	K. to K. 2d
36. R. takes R., ch.	K. takes R.
37. Q. takes R.	B. takes P.
38. R. to Q. sq., ch.	B. to Q. 7th
39. Q. takes Q. R. P.	K. P. 1
40. Q. takes P., ch.	K. to Q. B. 2d
41. Q. to R. 7th, ch.	K. to Q. 3d
42. Q. to Q. 3d, ch.	K. to his 4th
43. R. to K. B. sq.	Q. to B. 6th
44. Q. to Q. 7th	Q. to B. 7th
45. Q. to K.Kt.7th, ch	K. to Q 4th
46. K. R. P. 1	Q. to K. 5th
47. Q. to Kt., 5th, ch.	K. to Q. 3d
48. Q. to Q. 8th, ch.	K. to Q. B. 4th
49. Q. to K.B.8th, ch	K. to Q. Kt. 3d
50. Q. to Q. 8th, ch.	K. to Q. Kt. 4th
51. Q. R. P. 2, ch.	K. to Q. B. 5th
52. Q. to K Kt.8th, ch	K. to Q. B. 6th
53. Q. to K.Kt.7th, ch	Q. covers
54. Q. to Kt. 6th	Q. B. P. 1
55. Q. to Q. R. 6th	Q. B. P. 1
56. Q. to Q.R. 5th, ch	K. to Q. 6th
57. Q. to K.B. 5th, ch	K. to B. 6th
58. Q. to Q.R. 5th, ch	K. to Q. B. 7th
59. Q. to Q. Kt. 5th	B. to Q. B. 8th
60. Q. to K. R. 5th	Q. to her 6th
61. R. to K. sq.	B. to Q. R. 6th
62. Q. takes K. R. P.	K. to Q. 7th
63. R. to Q. R. sq.	B. to Q. B. 8th
64. Q. R. P. 1	Q. B. P. 1
65. Q. R. P. 1	K. P. 1
66. Q. to K. B.4th, ch	Q. to K. 6th
67. Q. takes Q., ch	K. takes Q.
68. R. takes B.	K. to Q. 7th
69. R. to Q. R. sq.	P. queens, ch.
70. R. takes P.	K. takes R.
71. Q. R. P. 1	P. 1
72. P. queens	P. queens
73. Q. to Q. R. 2d	K. to Q. 8th
74. Q. to K. B. 2d	

And after many more moves, Black resigns. (*d*)

Notes.

(*a*) For some moves White has been manœuvering very ingeniously to win the K. P., and now compels his opponent to double his K. B. P. to preserve it.

(*b*) Well played. If Black take the P. in passing, he loses his Q. R.

(*c*) Q. P. one (check), appears to us far more conclusive. After that move, we see no chance of Black's prolonging his defence beyond a few moves.

(*d*) This game is somewhat of the longest, but the latter part is very instructive.

CONSULTATION GAME,

Played at the London Chess Club, between Messrs. Horwitz and Medley, against Messrs. Harrwitz and Von Carnap.

White. (H. and G. W. M.)	*Black.* (H. and Von C.)	*White.* (H. and G. W. M.)	*Black..* (H. and Von C.)
1. K. P. 2	K. P. 1	22. R. P. takes P.	B. to Q. Kt. 2d
2. K. B. P. 2	Q. P. 2	23. K. R. to B. 3d	Q. R. to Q. R. sq.
3. P. takes P.	P. takes P.	24. K. R. to K. R. 3d	Q. to K. 3d
4. K. Kt. to B. 3d	Q. B. P. 2	25. B. to Q. 4th	Q. R. to Q. R. 7th
5. Q. P. 2	Q. Kt. to B. 3d	26. Q. to K. R. 4th	K. R. P. 1
6. K. B. to Q. Kt. 5th	K. Kt. to B. 3d	27. Q. R. to K. Kt. sq.	K. R. to Q. R. sq.
7. Castles.	P. takes P.	28. K. Kt. P. 2	Q. R. to R. 8th
8. Kt. takes P.	K. B. to Q. B. 4th	29. K. Kt. P. 1	R. takes R., ch
9. K. to R. sq.	B. takes Kt.	30. K. takes R.	R. to R 8th, ch
10. Q takes B.	Castles.	31. K. to Kt. 2d	R. to R. 7th, ch
11. Q. to Q. sq.	K. Kt. to K. 5th	32. K. to B. 3d	Kt. to Q. 7th, ch
12. Q. B. to K. 3d	K. B. P. 2	33. K. to B 2d	Kt. to Q. B. 5th, ch
13. Q. B. P. 1	Q. B. to K. 3d	34. K. to K. Kt. 3d	Kt. takes Kt.
14. Q. Kt. to Q. 2d	Q. to K. R. 5th	35. B. takes Kt.	Q. P. 1
15. Kt. to K. B. 3d	Q. to K. R. 3d	36. Kt. P. tks K. R. P.	K. Kt. P. takes P.
16. Q. to K. sq.	Q. R. to Q. sq.	37. Q. to Q. 8th, ch	K. to B. 2d
17. Q. R. to Q. sq.	Q. R. P. 1	38. Q. to Q. B. 7th, ch	K. to K. sq.
18. B. takes Kt.	P. takes B.	39. Q. to K. Kt. 7th	Q. to Q. 4th
19. Kt. to K. 5th	Q. B. to Q. B. sq.	40. Q. to K. Kt. 6th, ch	K. to K. 2d
20. Q. Kt. P 2	Q. R. P. 1 (*a*)	41. Q. to K. B. 6th, ch	K. to K. sq.
21. Q. R. P. 1	P. takes P.	42. Q. to K. Kt. 6th, ch	K. to K. 2d

And the game was drawn by perpetual check.

Note.

(*a*) This move should have lost Black the game; White ought to have played in answer, B. to Q. Kt. 6th.

CHESS AT BRIGHTON.

Game between Captain Kennedy and Mr. G. Wiel.

Black. (Mr. W.)	*White.* (Capt. K.)	*Black.* (Mr. W.)	*White.* (Capt. K.)
1. K. B. P. 2	Q. P. 2	13. K. Kt. takes P.	Kt. takes Kt.
2. Q. B. P. 2	K. P. 1	14. Q. takes Kt.	K. B. to Q. Kt. 3d
3. K. P. 1	Q. B. P. 2	15. Q. to Q. 3d	Q. B. to K. B. 4th
4. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. Q. to Q. sq.	Q. R. to Q. B. sq.
5. K. B. to K. 2d	K. B. to Q. 3d	17. Q. to Q. 2d (*a*)	Q. P. 1
6. Q. Kt. to B. 3d	K. Kt to K. 2d	18. K. B. to Q. B. 4th (check) (*b*)	Q. R. takes B.
7. Q. R. P. 1	Q. R. P. 1	19. P. takes R.	Q. P. takes Kt.
8. Castles	Castles	20. Q. takes P.	Q. to Q. B. 2d
9. Q. Kt. P. 1	K. B. P. 1	21. K. to R. sq.	R. to Q. sq.
10. Q. P. 1	K. B. to Q. B. 2d	22. B. to Q. 2d	R. to Q. 6th
11. P. takes P.	P. takes P.	23. Q. to Q. B. sq.	Q. to Q. 2d
12. Q. P. 1	P. takes P.		

Black. (Mr. W.)	*White.* (Capt. K.)	*Black.* (Mr. W.)	*White.* (Capt. K.)
24. Q. B. P. 1	B. takes Q. B. P.	38. R. to Q. sq.	Q. to Q. R. 4th
25. Q. takes B.	R. takes B.	39. Q. to K. 6th	B. takes K. P.
26. Q. to Q. B. 4th (ch.)	B. interposes	40. K. R. P. 2	B. to Q. B. 3d
27. Q. to Q. Kt. 4th	Q. to Q. 4th (*c*)	41. K. to K. Kt. sq. (*d*)	Q. to Q. B. 4th, ch.
28. K. P. 1	Q. to Q. 2d	42. K. to R. sq.	B. takes K. Kt. P. (check)
29. K. B. P. 1	B. to K. B. 2d	43. K. to R. 2d (*e*)	Q. to Q. B. 2d
30. K. R. to K. sq.	Kt. to Q. B. 3d	44. K. R. P. 1	B. to Q. B. 3d (*f*)
31. Q. to Q. Kt. 6th	B. to Q. B. 5th	45. K. to R. 3d	B. to Q. 2d
32. Q. R. to Q. B. sq.	B. to Q. Kt. 4th	46. Q. to Q. Kt. 3d	B. takes P. (ch.)
33. Q. R. to Q. Kt. sq.	Kt. to K. 4th	47. K. to Kt. 3d	Kt. to Q. 6th (dis. ch.)
34. Q. R. P. 1	B. to Q. B. 3d	48. K. to Kt. 2d	B. to K. 5th (ch.)
35. Q. to Q. Kt. 3d (ch.)	K. to R. sq.	49. K. to R. 3d	
36. K. R. to Q. sq.	K. R. P. 1		
37. R. takes R.	Q. takes R.		

White Mates in two moves.

Notes.

(*a*) Mr. W. does not appear to appreciate the importance of time in Chess. What could be worse than the last few moves of the Q.?

(*b*) This, too, is a fault quite unworthy a player possessing a genius for the game, as Mr. W. unquestionably does.

(*c*) A lost move. White has too much advantage, and plays without reflection.

(*d*) It is difficult to fathom the object of this move, which gives his adversary an immediate and fatal attack.

(*e*) He would clearly have lost his Rook by taking the B.

(*f*) Kt. to Q. 6th, dis. ch., would have been a good move also.

SOLUTIONS TO PROBLEMS IN No. 15.

No. 57.

White.	*Black.*
1. Kt. to Q. B. 5th	K. takes B. (or A)
2. K. to B.	K. to Q. R. 8th
3. K. to B. 2d	K. to R. 7th
4. Kt. to Q. 3d	K. to R. 8th
5. Kt. to Q. B. sq.	P. moves.
6. Kt. mates.	

(A.)

	K. to R. 8th
2. K. to B. 2d	K. takes B.
3. Kt. to Q. 3d, &c. &c. as above.	

No. 58.

White.	*Black.*
1. Q. to Q. 8th, ch	Kt. takes Q. (A)
2. R. to B. 7th, ch	K. to Q. 3d
3. Kt. to K. 8th	
Mate.	

(A.)

	K. to B. 2d
2. Q. to K. 8th, ch	K. to Kt.'s 2d
3. Q. to Kt. 6th	
Mate.	

No. 59.

White.	*Black.*
1. Q. P. 1, ch	K. takes Kt.
2. B. to Q. Kt. 3d, ch	R. interposes.
3. B. to Q.	Any move.
4. B. to K. B. 3d	
Mate.	

No. 60.

White.	*Black.*
1. Q. to Q. 5th, ch	Kt. takes Q. (A)
2. Kt. to Q. B. 6th, ch	K. to B. 4th (best)
3. K. P. 2, ch	K. takes P.
4. R. takes P., ch	K. to B. 4th
5. Kt. to Q. 4th	
Mate.	

(A.)

	P. takes Q.
2. Kt. to Q. B. 6th, ch	K. to B. 4th
3. Kt. to Q. 4th	
Mate.	

SOLUTIONS TO CALVI'S PROBLEMS Nos. 13 & 14.

No. 13.

White.	*Black.*
1. Kt. to K. B. 7th, ch.	R. takes Kt.
2. R. to ad. K., ch.	B. takes R.
3. Kt. to K. 6th	
Mate.	

No. 14.

White.	*Black.*
1. Kt. takes Kt., ch.	P. takes Kt.
2. Q. takes Q., ch.	K. takes Q.
3. K. to Q. B. 6th	Kt. P. 2
4. P. takes P.	
Mate.	

[N.B. Want of room obliges us to postpone the Notices to Correspondents until next week.]

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 126.)

Twenty-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B.toQ.B.4th	K. B. to Q. B. 4th
3. Q. P. 1	Q. Kt. to B. 3d
4. Q. B. P. 1	Q. to K. 2d
5. Q. to K. 2d	Q. P. 1
6. K. B. P. 2	

We need not pursue this opening any further, but refer the reader to the Lopez Gambit, analyzed in the Fifth Lesson.

Twenty-sixth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B.toQ.B. 4th	K. B. to Q. B. 4th
3. Q. P. 2	P. takes P.

Yours is a bad move.

Black ought to take Pawn with Bishop. (See the next opening.)

4. KBtksKBP.,ch	K. takes B.
5. Q.toK.R5th,ch	K. Kt. P. 1 sq.
6. Q. takes B.	

In this position you have a better game.

Twenty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B.toQ.B. 4th	K. B. to Q. B. 4th
3. Q. P. 2	B. takes P.

Black here plays the correct move.

4. K. Kt. to B.3d	Q. Kt. to B. 3d
5. Q. B P. 1	B. to Q. Kt. 3d
6. K.Kt. to his 5th	K. Kt. to R. 3d

We have remarked in the First Lesson, that a Knight placed on a side square loses half its value; but in this position, it is the only defensive move Black has to play.

7. Q. to K. R. 5th	Q. to K. B. 3d

Your attack has failed.

Black's game is as well opened as yours. He has a pawn a-head, and this advantage will make a sensible difference towards the end of the game.

It rarely happens, that sacrifices made at the commencement of the game, produce good results.

Twenty-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B.toQ.B.4th	K. B. to Q. B. 4th
3. K. Kt. to B. 3d	Q. P. 1
4. K. R. P. 1	K. Kt. to B. 3d

You play the K. R. P. 1 sq. to prevent the adverse Q. Bishop from playing to K. Kt. 5th, but you lose a valuable move.

You should rather play Q. B. P 1 sq. Black would not have been able to play the before-named move without injuring his game.

5. Q. P. 1	Q. B. to K 3d
6. Q.B.toK.Kt5th	B. takes B.

Instead of playing Q. B. to K. Kt. 5th, you should have withdrawn the K. B. to Q. Kt. 3d.

7. P. takes B.	K.B.tks.K.B.P., ch
8. K. takes B.	Kt. tks. K. P., ch.

Black has evidently the better game.

Twenty-ninth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B.to Q. B4th	K. B. to Q. B. 4th
3. K. Kt. to B. 3d	Q. to K. 2d
4. Castles	Q. P. 1
5. Q. P. 2	K. B. to Q. Kt. 3d

If Black, instead of withdrawing the Bishop, had taken Pawn with Pawn, he would have opened his adversary's game.

6. P. takes P.	P. takes P.

In this position, Black has as good a game as you have. If you play the Q. B. to K. Kt. 5th, Black brings out his K. Kt. to B. 3d, and if you play the Q. Kt. to B. 3d, he plays the Q. B. P. 1.

Thirtieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B.toQ.B.4th	K. B. to Q. B. 4th
3. K.Kt. to B. 3d	Q. to K. B. 3d

Cozio is the author of this opening. We have already seen that the bringing out the Q. to K. B. 3d is bad. We believe the same results will follow from the present game.

4. Q. B. P. 1	Q. P. 1
5. Q. P. 2	P. takes P.
6. P. takes P.	KB.toQ.Kt.5th,ch
7. Q. Kt. to B. 3d	Q. B. to K. Kt. 5th

In this position, Cozio says that Black has the better game, and I believe he is right; but if, at the seventh move, you had played your King to his Bishop's sq., instead of playing the Kt. to B. 3d, your game would have been superior. By playing your King to that square, you can afterwards play the Queen to R.'s 4th, or to Kt.'s 3d, and win a piece or two Pawns.

Thirty-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B.toQ.B.4th	K. B. to Q. B. 4th
3. K. Kt. to B. 3d	Q. Kt. to B. 3d

Black's move is the correct one.

4. KtoKt.; RtoK*	K. Kt. to B. 3d

Carrera, who is the author of this opening, makes White castle according to the Italian method, which allows a choice of placing the two pieces,—provided the Rook be not carried beyond the King's square, and that the same Rook which was on the right hand side of the King, pass to his left side.

There exist two other remarkable discordances between the Italian and the French game, in which the Pawns are concerned. The first is, that the Pawns can pass an adverse Pawn, by playing them two squares, without being liable to being taken *en passant* by such adverse Pawn. The second is, a Pawn arriving at his eighth square, may become such-and-such a piece at the will of the player, provided that such a piece is not on the board; by this method he is never allowed to have, at the same time, two Queens, three Knights, &c.† It is desirable that these discordances between the games of the two nations should disappear, and that all nations should adopt an uniform code of rules and laws.

5. Q. B. P. 1	K. Kt. to his 5th
6. Q. P. 2	P. takes P.
7. KBtks.KBP. ch	K. takes B.

Instead of taking K. B. P. with Bishop, you should take the K. P. with Q. B. P.

8. K. Kt. tohis5th,ch	K. to Kt.
9. Q. takes Kt.	Q. P. 1

You regain the lost piece, but your position is not better, than that of Black.

10. Q. to R. 5th	Q. to K. 2d

Black has the better game. He will bring his Q. B. out to K. B. 4th, then he will attack your Knight and Queen, and oblige either one or the other to retreat.

Thirty-second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B.toQ.B.4th	K. B. to Q. B. 4th
3. K.Kt.toK.B.3d	K. Kt. to B. 3d

Black's last move is bad. Black allows his K. P. to be taken, which had better been defended. By this opening, Salvio wishes to shew, that after having played badly, we sometimes may find resources.

4. K. Kt. tks. P..	Q. P. 2
5. P. takes P.	K. to Kt.; R. to K.*

You could take the P. with B., and have an equally good game.

6. K.toKt.;R.toK.	K. B.tks.K.B.P.,ch
7. K. takes B.	R. takes Kt.
8. R. takes R.	K.Kt.to his 5th,ch.
9. K. to Kt.	Kt. takes R.

Black, says Salvio, has bettered the position of his game, which had been compromised by the loss of his K. Pawn.

In reality, your doubled Pawn masks the range of your K. B., and paralyses your attack; but the superiority of a Pawn, and especially the strength of five Pawns against three on your Queen's side, ought to win you the game.

End of Seventh Lesson.

(*) This is the Italian method of Castling.

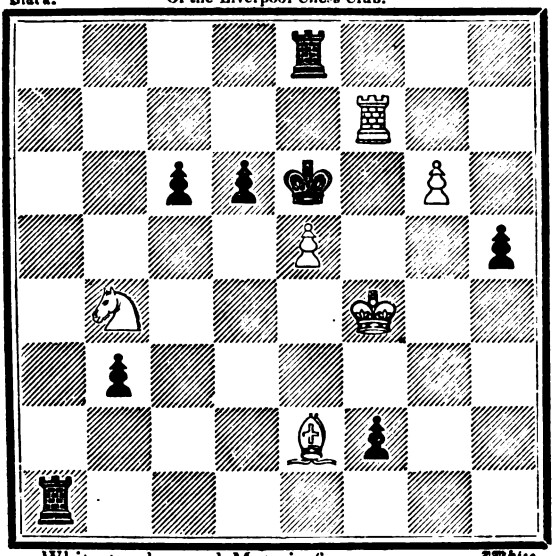
(†) The Germans also conform to this rule.

(*) The Italian method before named.

PROBLEM No. 65.

By Mr. Woodward,
Of the Liverpool Chess Club.

Black.

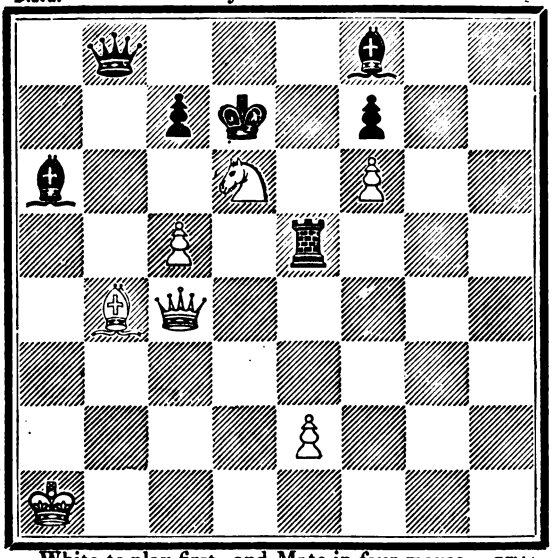


White to play, and Mate in four moves. White.

PROBLEM No. 66.*

By C. H. S.

Black.



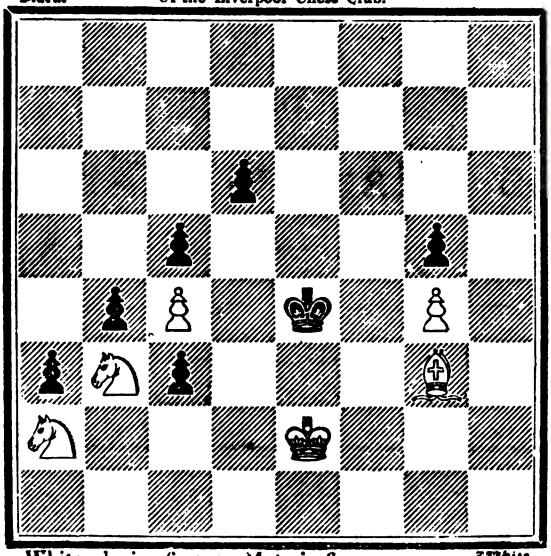
White to play first, and Mate in four moves. White.

* From the American Chess Magazine.

PROBLEM No. 67.

By Mr. WOODWARD,
Of the Liverpool Chess Club.

Black.



White playing first, to **Mate** in five moves. White.

PROBLEM No. 68.*

By S. E.

Black.

White to play, and Mate in three moves. White.

* From the American Chess Magazine.

THE

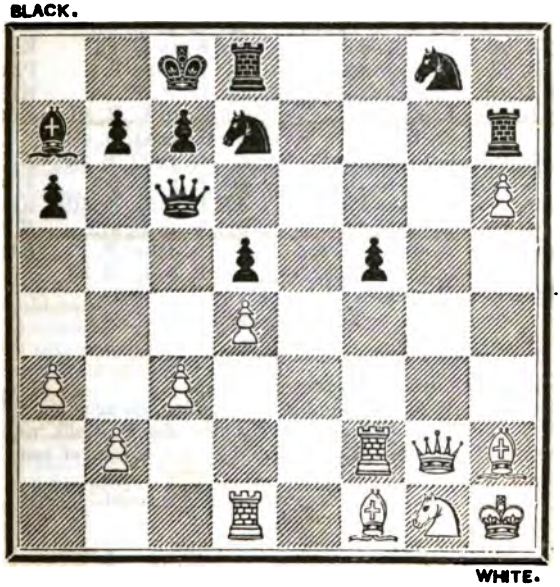
Chess Player's Chronicle.

No. 18. NEW SERIES. | SATURDAY, MAY 1, 1847. | PRICE THREE PENCE.

CURIOSITIES OF CHESS.

Singular termination of a game between M. Horwitz and the late Mr. Popert.

BLACK.



WHITE.

Black, Mr. Popert, had now to play, and the game proceeded as follows:—

White. (M. H.)	*Black.* (Mr. P.)
	Q. takes K. R. P.
R. takes K. B. P.	B. to Q. Kt. sq.
R. takes Q. P.	P. to Q. B. 3d
R. to K. R. 5th	Q. takes R.
Q. takes Q. B. P., ch	P. takes Q.
B. takes Q. R. P.	

Mate

CHESS IN GERMANY.

The two following capital games were played by correspondence, in the year 1832, between Messrs. HOFFMAN and JOHN, two of the best players of the Hamburgh Chess Club.

White. (Mr. H.)	*Black.* (Mr. J.)	*White.* (Mr. H.)	*Black.* (Mr. J.)
1. K. P. 2	K. P. 2	28. P. takes B.	Kt. to K. 7th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	29. K. Kt. P. 1	P. takes P.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	30. Kt. takes K. P. (*d*)	B. to Q. 4th, ch.
4. Q. P. 1	K. Kt to B. 3d	31. K. P. 1	P. takes K. R. P.
5. Q. B. to K. Kt. 5th	Q. P. 1	32. Kt. to K. Kt 4th (*e*)	Q. to K. Kt. 4th
6. Q. B. P. 1	K. R. P. 1	33. Q. takes Q.	R. takes Q.
7. B. takes Kt. (*a*)	Q. takes B.	34. R. to K. B. 6th	R. takes Kt.
8. K. R. P. 1	Q. R. P. 1	35. P. takes B.	K. to Kt. 2d
9. Q. Kt. P. 2	B. to Q. Kt. 3d	36. R. to K. B. 3d	P. takes Q. P.
10. Q. Kt. to Q. 2d	Castles*	37. B. to Q. Kt. 3d	R. to K. Kt. 7th
11. Castles	Kt. to K. 2d	38. R. takes P.	R. to K. Kt. 6th
12. K. Kt. to his sq.	Q. B. P. 1	39. R. takes R.	Kt. takes R., ch.
13. B. to Q. Kt. 3d	Kt. to K Kt. 3d	40. K. to Kt. 2d	Kt. to K. 7th
14. Kt. to Q. B. 4th	B. to Q. R. 2d	41. K. to B. 2d (*f*)	Kt. takes P.
15. Q. Kt. to K. 3d	Kt. to K. B. 5th	42. K. to his 3d	K. to B. 3d
16. B. to Q. B. 2d	B. to K. 3d	43. K. to Q. 3d	Kt. to Q. Kt. 4th
17. Q to K. B. 3d	Q. R. to Q. sq.	44. B. takes P.	P. to Q. Kt. 3d
18. Q. R. to Q. sq.	Q. to K. Kt. 4th (*b*)	45. Q. R. P. 1	Kt. to Q. B. 2d
19. P. to Q. R. 3d	K. Kt. P. 1	46. B. to K. B. 3d	K. to his 4th
20. Q. P. 1	K. B. P. 2	47. K. to Q. B. 4th	Kt. to K. sq.
21. P. takes B. P.	Kt. P. takes P.	48. K. to Q. B. 3d	Kt. to Q. 3d
22. Q. to K. Kt. 3d	Q. to K. B. 3d	49. B. to K. 2d	P. to Q. R. 4th
23. P. takes P.	P. takes P.	50. B. to K. R. 5th	Kt. to K. 5th, ch.
24. R. takes R.	R. takes R.	51. K. to B. 4th	P. takes P.
25. K. Kt. to B. 3d	R. to K. Kt. sq.	52. K. takes P.	K. to Q. 3d
26. Q. to K. R. 4th	Q. to K. Kt. 2d (*c*)	53. B. to K. B. 3d	
27. K. Kt P. 1	B. takes Kt.		

The game was drawn.

Notes.

(*a*) B. to K. R. 4th, we should have preferred.

(*b*) B. takes Q R. P. would have been imprudent, on account of P. to Q. B. 4th.

(*c*) It seems difficult for White to survive the fierce attack now opened upon his King's entrenchment; but Black's own position is one of some jeopardy, and forbids his doing all he threatens.

(*d*) The situation is extremely interesting at this point.

(*e*) This seems imperative.

(*f*) Why not at once take the defenceless Pawn?

Between the same players.

White. (Mr. H.)	*Black.* (Mr. J.)	*White.* (Mr. H.)	*Black.* (Mr. J.)
1. K. P. 2	K. P. 2	5. B. checks	Q. B. to Q. 2d
2. K. Kt. to B. 3d	Q. P. 1	6. B. takes B., ch.	Kt. takes B.
3. Q. P. 2	P. takes P.	7. Kt. to Q. Kt. 5th	Q. to her Kt. 3d
4. Kt. takes P.	Q. B. P. 2	8. Q. Kt. to B. 3d (*a*)	K. Kt. to B. 3d

* The present games were played at the period when the Italian method of Castling was in vogue at Hamburgh: in this case both parties performed the operation, by moving their *King to his Rook's square, and the Rook to King Bishop's square.*

White (Mr. H.)	*Black*. (Mr. J.)
9. Castles (Placing his K. on R. sq., and R. on K. sq.)	B. to K. 2d
10. K. B. P. 2	Q. R. to Q. sq.
11. Q. to K. 2d	Q. R. P. 1
12. K.Kt.to Q.R.3d(*b*	Castles (Placing his K. on B. sq., and R. on K. sq.
13. K. Kt. to Q.B.4th	Q. to her B. 3d
14. K. Kt. to Q. 2d	Q. P. 1
15. K. P. 1	K. Kt. to his sq.
16. K.Kt. to K.B. 3d	K. Kt. to R. 3d
17. Q. to her 3d	P. to Q. 5th
18. Q. Kt. to K. 2d	K. B. P. 2 (*c*)
19. Q. Kt. P. 1	Q. Kt. P. 2
20. Q. B. P. 2	Q. Kt. to his 3d
21. P. takes Q. Kt. P.	P takes P.
22. Q. Kt. P. 1	Q.Kt. toQ.R.5th(*d*
23. Q. R. P. 1	Q. to her Kt. 3d
24. P. takes P.	Kt. takes P.
25. Q. to her Kt sq.(*e*	Q. Kt. to K. 5th
26. Q.Kt tks. Q.P.(*f*	R. takes Kt.
27. B. to K. 3d	B. to Q. B. 4th
28. Kt. takes R.	B. takes Kt.
29. Q.toher Kt.4th,ch	B. to Q. B. 4th
30. B. takes B.	Kt. takes B. (*g*)
31. Q. R. to Q. B.sq.	Kt. to K. Kt. 5th(*h*
32. K. R. to K. 2d (*i*	R. to Q. sq.
33. K. R. P. 1	K. to K. sq.
34. P. takes Kt.	Kt. to Q. 6th
35. Q. to her Kt. 3d	Q. to K. R. 3d, ch.
36. K. to Kt. sq.	Q. to her Kt. 3d,ch
37. K. to R. sq.	Q. to K. R. 3d, ch.
38. K. to Kt. sq.	Q. to Q. Kt. 3d, ch
39. K. to B. sq.	Kt. takes Q. R.
40. Q. to K.Kt.8th,ch	K. to his 2d
41. Q.tks.K.Kt.P.,ch	K. to his sq.
42. Q. to K.Kt.8th,ch	K. to his 2d
43. Q. tks. K.R.P.,ch	K. to his sq.

Drawn game.

Notes.

(*a*) Promising, if not prevented, to play afterwards Q. Kt. to Q. fifth, daring Black to capture the other Kt.

(*b*) P. to K. fifth, appears to be a stronger move by far.

(*c*) In the Italian school, according to whose rules these games were played, a Pawn cannot be taken in passing.

(*d*) Black wisely declines the proffered P., foreseeing he would lose a more important one in return.

(*e*) This is a good move, and the first of a series of beautiful manœuvres, which apparently should have ended to the advantage of White.

(*f*) The combination here is admirably conceived by White.

(*g*) Had he taken with the Q., White would have taken the Kt. with R., regaining his piece with a winning position.

(*h*) R. to Q. B. square, would not have saved the Kt.

(*i*) After the play on White's part in the last few moves, what can be thought or said of such a move as this? And in a game by correspondence too, where no momentary distraction can be pleaded, but where abundant time and opportunity are afforded for reflection!

CHESS AT BRIGHTON.

CAPTAIN KENNEDY gives K. Kt. and "the Move," to MR. DELAMAIN of the Brighton Chess Club.

(*Remove Black's K. Kt.*)

White. (Mr. D.)	*Black*. (Capt. K.)	*White*. (Mr. D.)	*Black*. (Capt. K.)
1. Q. B. P. 2	K. P. 2	5. Q. R. to R. 2d	Castles.
2. K. P. 2	K. B. to Q. B. 4th	6. Q. P. 1	K. B. P. 2
3. Q. R. P. 1	Q. P. 1	7. K. Kt. to B. 3d	Q. B. P. 2
4. Q. Kt. P. 2	B. to Q. 5th	8. K. B. to K. 2d	Q. to K. B. 3d

White. (Mr. D.)	*Black.* (Capt. K.)
9. Castles.	K. B. P. 1
10. Q.B. to Q.Kt. 2d	K. Kt.P. 2
11. K. R. P. 1	K. to R. sq.
12. Q. Kt. to Q. 2d	K. R. P. 2
13. K.Kt. to K.R. 2d	K. Kt. P. 1
14. P. takes P.	K. R. to Kt. sq.
15. P. takes P.	Q. Kt. to B. 3d
16. Q. B. takes B.	Q. B. P. takes B.
17. K. B. P. 1	Q. to K. Kt. 4th
18. K.Kt.toK.Kt.4th	K. R. to Kt. 2d
19. K.R. to K.B 2d	Q. takes K. R. P.
20. Q.Kt. to K.B. sq.	K. R. to R. 2d
21. K.Kt. to K.R. 2d	B. to K. 3d
22. K. Kt. P. 2	P. takes P. in passing.
23. Q. Kt. takes P.	Q. R. to K. Kt. sq.
24. K.Kt.toK.Kt 4th	Q. to K. R. 6th
25. K.R. to K.Kt. 2d	Kt. to K. 2d
26. K. to K. B. 2d (*a*)	B. takes K. Kt.
27. P. takes B.	Q.R.toK.B. sq., ch
28. K. to K. Kt. sq.	Kt. to K. Kt. 3d
29. Q. to K. sq.	Kt. to K. B. 5th
30. Q. to K. B. sq.	Q. to K. R. 5th
31. B. to K. B. 3d	Kt. to K.R. 6th, ch
32. K. to R. 2d	Q. R. takes B.
33. Kt.toK.B.5th (*b*)	Kt. to K. B. 7th, dis. check
34. Kt. takes Q.	K.R. takes Kt., ch
35. K. to K. Kt. sq.	K. R. to R. 8th

Mate.

Notes.

(*a*) White now threatens to win his adversary's Q., by playing R. to K. R. 2d.
(*b*) If Q. takes R., she is lost by the discovering check.

NOTICES TO CORRESPONDENTS.

"H. J. C. A."—The promised communications are sure to prove acceptable, whenever you have leisure to transcribe them. For the problems forwarded this week accept our thankful acknowledgment, and rely on their being promptly examined and reported on.

"Humbug," Glasgow.—Your solution of Mr. Hoffman's pretty problem, No. 21, in four moves, instead of five, appears correct, and is certainly more elegant than the original.

"S. S.—Our very limited space will not admit of our giving the detailed results of the several matches mentioned. But you will find them all chronicled in former numbers, which may be consulted either at the publisher's, or at Ries's Grand Divan, in the Strand.

"J. R. E."—Not difficult, but an improvement on your previous attempts. It shall appear when we are less pressed for room.

"H. A. K." and "C. S."—Received with many thanks.

"T. Kling."—We shall gladly avail ourselves of your welcome budget.

"Philo."—In an early number.

"D. B. S." and "Roberto."—The Handbook will in all probability appear next month; and in addition to the catalogue of contents which have been generally advertised, it will be enriched by a series of exquisite problems by the Rev. H. Bolton, Mr. Kling, and Mr. McG——y, composed expressly for it. We cannot undertake commissions to supply this or any other Chess work; your orders must be given to a bookseller.

"M. T. S. R."—On referring to our solution of No. 57, we believe you will find the position and conditions were correctly given. If you are again unsuccessful with the wrapper Problem, the solution shall be forwarded.

"H. G."—Blank diagrams, for recording ends of games, problems, &c., may now be had for a mere trifle per hundred, of Mr. Hastings, the publisher, of Carey-street, Lincoln's-inn.

"Scrutator" is thanked for his correction.

"A Votary."—We cannot possibly find room for your discursive theories on the subject of the Knight's march over the Chess-board.

"F. W. N."—The patterns of the Chess shirts consist of the several Chess pieces prettily arranged and linked together. They may be got, we dare say, in any part of the metropolis.

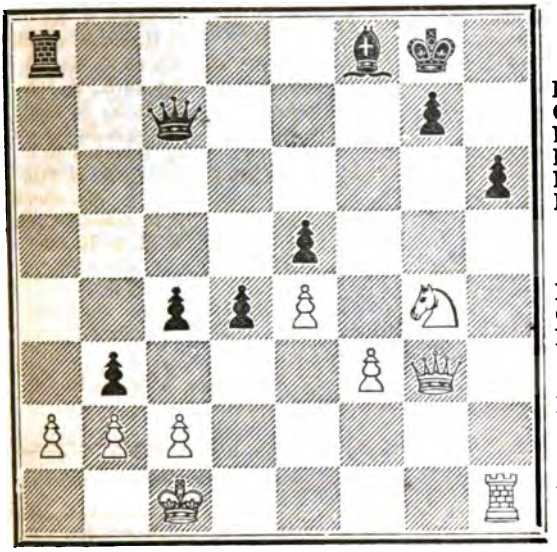
"J. T. R."—Subscriptions for the German Chess Magazines are received by Messrs. Williams and Norgate, of Covent Garden; and for Stanley's American one, by Messrs. Wiley and Putnam, of Paternoster-row.

Solutions to Problems in No. 16, in our next.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 134.)

PROBLEM No. 15.



White to Mate in four moves.

PROBLEM No. 16.

White.

K. on his R.'s sq.
Q. on K. R.'s 5th
R. on K.'s 2d
R. on K.'s sq.
K. B. on Q. Kt.'s 3d
Pawns on K. R.'s 2d, K. Kt.'s 2d, K. B.'s 6th, and Q. R.'s 2d sq.

Black.

K. on K. Kt.'s sq.
Q. on K. B.'s sq.
Rooks on Q. B.'s sq., and Q. B.'s 4th; K. B. on Q. Kt.'s 3d.
Pawns on K. R.'s 2d, K. Kt.'s 2d, K. B.'s 2d, Q. B.'s 6th, Q. Kt.'s 2d, and Q. B.'s 2d sqs.

White to Mate in 4 moves.

CALVI.

EIGHTH LESSON.

First Section. K. B. at 2d move.

Thirty-third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th
3. K. Kt. to K. 2d	K. Kt. to K. 2d

This opening is from a treatise by Silberschmidt.

The King's Knight is not well placed on the King's second; it leaves you at liberty, it is true, to push on the K.'s Bishop's Pawn two squares, but it gives the adversary's Queen an opportunity of occupying the K. Rook's 5th square, which is, as we have seen, a good post to fill, when it cannot well be driven from it.

Black would have done better had he brought his K. Kt. out to B. 3d, attacking your King's Pawn, which if you defend with the Queen's Kt. or Q.'s P., Black could play his Kt. to his fifth sq., gaining at least a P.; and if, instead of defending it in either of the above ways, you defend it by playing the K. Kt to his third, Black could play the Q. Pawn two squares; in that case, if you take the Pawn with King's Pawn, Black can then play the K. Kt. to his fifth, attacking the K. B. Pawn, which could only be well defended by your Kt. at King's fourth.

Supposing this, Black could take your K. B. P. with his Bishop, giving check; you take B. with Kt., which would be retaken by his Kt.; you then take the Kt. with your King, and Black, by checking with Queen at K. Rook's fifth, would regain his piece with a good position.

4. Castles	Q. B. P. 1 sq.
5. Q. B. P. 1 sq.	Q. P. 2 sq.
6. P. takes P.	P. takes P.
7. K B to Q Kt 5th ch	Q. Kt. to B. 3d

In this position, you push on the Q.'s Pawn two squares and break his centre

Pawns, which will make the game equal.

Thirty-fourth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B.toQ.B.4th	K. B. to Q. B. 4th
3. K. Kt. to K. 2d	Q. B. P. 1

In the preceding opening, we have already shewn that your third move is bad; Stamma proves it in the following manner:—

4. Q. P. 2	P. takes P.

Instead of playing the Queen's Pawn 2 sq., you should have played the Q. Kt. to B. 3d; in that case, Black would have opened his game by playing his Queen's Pawn 2 sq. You would not have been able to have taken the Pawn with Pawn without rendering your K. B. Pawn liable to be taken with the adverse K. Bishop.

5. Kt. takes P.	Q. to K. R. 5th
6. Q. Kt. to B. 3d	Q. P. 2 sq.

In this situation, Black has the better game. We need not continue the analysis of this opening, having sufficiently proved that the error lies at White's 3rd move.

Thirty-fifth Opening.

In the thirty-four openings which have formed the subject of the preceding Lessons, we have analysed the combinations resulting from the defence of Black's second move, which consists in playing the K. B. to Q. B. 4th. We shall now see what other moves Black can make, instead of the one we have just named.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B.toQ.B.4th	K. Kt. to B. 3d

By this move, Black wishes to take the attack from you, and force you to act on the defensive. His move is bad, as we shall see in the course of this lesson, but after having supposed several weak moves on your part.

3. Q. Kt. to B. 3d	K. B. to Q. B. 4th

Your move is simply defensive, by which you lose the advantage of the move.

4. K. Kt. to B. 3d	Q. to K. 2d
5. K.Kt. to his 5th	K.B.tks K.B.P. ch.

Your fifth move loses you the game.

6. K. takes B.	Q. to B. 4th, ch.
7. Q. P. 2	Q. takes B.
8. P. takes P.	Q. to Q. B. 4th,ch.
9. B. to K. 3d	Q. takes P.

In this situation, Black has the advantage.

Thirty-sixth Opening.

White.	*Black.*
1. K. P 2	K. P. 2
2. K. B.toQ.B.4th	K. Kt. to B. 3d
3. Q. Kt. to B. 3d	Kt. takes P.

Black takes your most valuable Pawn.

4. Kt. takes Kt.	Q. P. 2 sq.

Before taking the Kt., you ought to have taken the K. B. P. with your B., giving check. Your position would not then have been so bad.

5. B. to Q. 3d	P. takes Kt.
6. B. takes P.	K. B. to Q. B. 4th
7. K. Kt. to B. 3d	K. B. P. 2 sq.
8. Kt. takes K. P.	Q. to K. R. 5th

If Black, instead of playing his Q. to K. R. 5th, had taken the B. with the Pawn, you would have had a better game by checking with your Q. at K. R. 5th.

Black wins a piece, preserving a good position.

Thirty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B. to Q.B.4th	K. Kt. to B. 3d
3. Q. Kt. to B 3d	Q. B. P. 1 sq.
4. K. Kt. to B. 3d	Q. P. 2 sq.

Had you played the Queen to K. B. 3d, Black would have moved on his Queen's Kt. Pawn two squares on your Bishop, and afterwards would have pushed on the Pawn, attacking the Kt., to enable him to play the Q. P. 2 sq.:

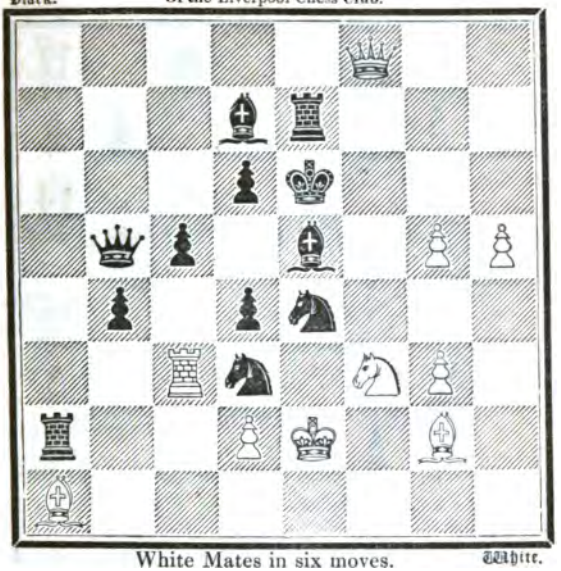
5. P. takes P.	K. P. 1
6. Kt. to K. 5th	P. takes P.
7. KBtoQKt5thch	Q. B. to Q 2d

Black's position is better than yours.

PROBLEM No. 69.

By Mr. Woodward,
Of the Liverpool Chess Club.

Black.



White Mates in six moves. White.

PROBLEM No. 70.

By Captain W. D. Evans.*

Black.

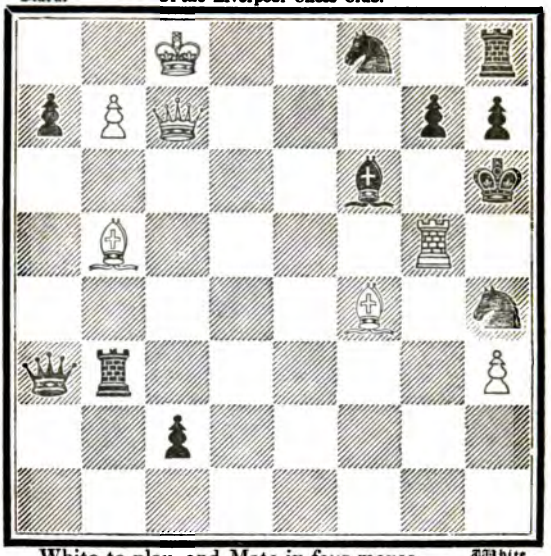
White playing first, Mates in three moves. White.

* The inventor of the celebrated "Evans' Gambit."

PROBLEM No. 71.

By Mr. WOODWARD,
Of the Liverpool Chess Club.

Black.

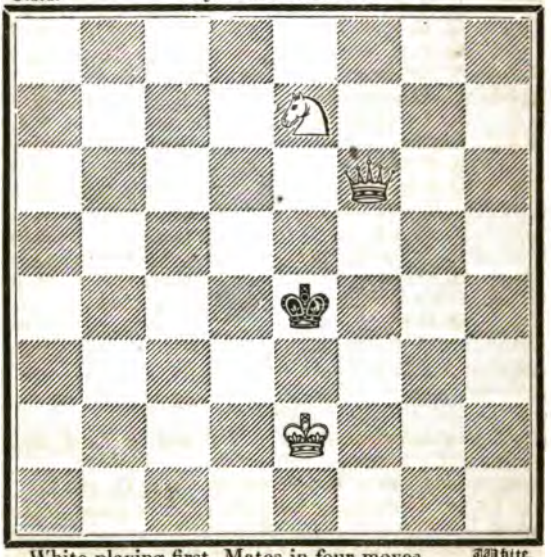


White to play, and Mate in four moves. White.

PROBLEM No. 72.

By Mr. HORWITZ.

Black.



White playing first, Mates in four moves. White.

THE

Chess Player's Chronicle.

No. 19. NEW SERIES. | SATURDAY, MAY 8, 1847. | PRICE THREE PENCE

CHESS IN THE METROPOLIS.

Game lately played by Mr. WILLIAMS, giving Pawn and two moves, to Mr. G. W. MEDLEY of the London Chess Club.

(*Remove White's K. B. Pawn.*)

Black. (Mr. MEDLEY.)	*White.* (Mr. WILLIAMS.)	*Black.* (Mr. MEDLEY.)	*White.* (Mr. WILLIAMS.)
1. K. P. 2		17. Kt. takes B. (*c*)	Kt. to Kt. 6th, ch. (*d*
2. Q. P. 2	K. P. 1	18. K. to Kt. 2d	Kt. takes R.
3. Q. B. P. 2	Q. B. P. 2	19. Kt. to K. 6th (*e*)	K. R. to B. 3d
4. Q. P. 1	Q. P. 1	20. Q. takes Kt.	Q. R. P. 1
5. Q. Kt. to B. 3d	K. Kt. P. 1	21. Q. R. P. 2	Q. R. to Kt. sq.
6. K. B. to Q. 3d	K. B. to Kt. 2d	22. Q. B. to Q. 2d	Q. Kt. P. 2
7. K. B. P. 2	K. Kt. to K. 2d	23. P. takes P.	P. takes P.
8. K. Kt. to B. 3d (*a*	Castles.	24. B. to Q. B. 3d	K. R. to B. 2d
9. Castles	K. P. takes P.	25. Q. Kt. P. 2	Q. B. P. 1
10. Q. B. P. takes P.	Q. B. to K. Kt. 5th	26. B. to Q. B. 2d	Q. to Q. Kt. 2d
11. K. R. P. 1	K. B. to Q. 5th, ch.	27. Q. to Q. sq.	K. R. P. 1
12. K. to R. sq.	B. takes K. Kt.	28. Q. to Q. 4th	R. to K. R. 2d
13. Q. takes B.	Q. Kt. to Q. 2d (*b*	29. R. to Q. R. 7th	Q. to Q. Kt. 3d
14. Q. to Q. sq.	Q. Kt. to K. B. 3d	30. Q. takes Q.	R. takes Q.
15. Q. Kt. to K. 2d	Q. Kt. to K. R. 4th	31. R. to Q. R. 8th, ch.	
16. K. Kt. P. 2	Q. to Q. 2d		

And wins.

Notes.

(*a*) Black could now have taken the K.'s P. with P., and then have played K. B.'s P. one with a fine attacking game.

(*b*) Threatening to play him to K.'s fourth, attacking Q. and B.

(*c*) Taking the Kt. would obviously have cost him the game at once.

(*d*) A fatal error.

(*e*) Seeing the adverse Kt. has no escape, Black prudently provides for the safety of his own.

Game played between Capt. KENNEDY and Mr. WILLIAMS.

White. Capt. KENNEDY.	*Black.* Mr. WILLIAMS.	*White.* Capt. KENNEDY.	*Black.* Mr. WILLIAMS.
1. K. P. 2	Q. B. P. 2	14. Q. to Kt. 3d	B. takes Kt.
2. Q. Kt. to R. 3d	K. P. 1	15. R. takes B.	Q. to K. 2d
3. K. B. to Q. B. 4th	Q. Kt. to B. 3d	16. Q. P. 1	K. Kt. to Kt. 5th
4. K. B. P. 2	Q. P. 1	17. B. to Q. 2d	Q. to Q. 2d (*b*)
5. K. Kt. to B. 3d	K. Kt. P. 1 (*a*)	18. Kt. to K. 4th	Q. to Q. B. 2d
6. Q. R. P. 2	K. B. to Kt. 2d	19. Kt. takes P.	Q. Kt. to K. 4th
7. Q. Kt. to K. 2d	K. Kt. to B. 3d	20. Kt. takes Q. R. P.	Kt. takes R. (*c*)
8. Q. Kt. to Kt. 3d	Q. R. P. 1	21. P. takes Kt. (*d*)	R. takes Kt.
9. Castles	Castles	22. P. takes Kt.	Q. R. to Kt. 3d
10. Q. B. P. 1	Q. P. 1	23. Q. to Q. 5th	R. takes Q. Kt. P.
11. P. takes P.	P. takes P.	24. Q. B. to B. sq.	R. to K. 7th
12. B. to R. 2d	Q. P. 1	25. Q. to K. B. 3d	R. to K. 8th, ch.
13. K. to R. sq.	Q. B. to Kt. 5th	26. K. to Kt. 2d.	Q. takes Q. B. P.

And White resigned.

Notes.

(*a*) This important variation in the present description of "close game," for the purpose of more speedily bringing the K. Kt. into action, was first played in the late games between Messrs. Staunton and Horwitz.

(*b*) Q. to K. R. 5th would have been more effective. The present move seems purposeless.

(*c*) Very well conceived.

(*d*) If he had taken the Q., Black would clearly have mated him next move.

Game played between M. KIESERITZKIJ and Mr. FRANKLIN.

White. (Mr. F.)	*Black.* (M. K.)	*White.* (Mr. F.)	*Black.* (M. K.)
1. K. P. 2	Q. P. 2	20. Q. takes Q. B. P.	Q. Kt. to K. 3d
2. Q. Kt. to B. 3d	Q. P. 1	21. Q. to Kt. 5th, ch.	K. to B. 2d
3. Q. Kt. to his sq. (*a*	K. P. 2	22. Q. to K. B. 5th	Q. takes Q. P.
4. K. B. P. 2	Q. B. P. 2	23. Q. to her 5th	K. Kt. to K. B. 5th, ch
5. K. Kt. to B. 3d	P. takes P.	24. B. takes Kt.	Q. takes Q.
6. Q. B. P. 1	Q. Kt. to B. 3d	25. Q. Kt. takes Q.	B takes B.
7. K. B. to Q. Kt. 5th	Q. B. to Q. 2d	26. K. R. to Kt. sq.	Q. R. checks
8. Q. P. 1	K. Kt. P. 2	27. K. to B. 2d	Q. R. to Q. B. sq.
9. P. takes Q. P.	Q. Kt. takes P.	28. Q. Kt. P. 1	Q. Kt. P. 2
10. B. takes B., ch.	K. takes B. (*b*)	29. Q. Kt. takes B.	P. takes K. Kt.
11. K. Kt. to K. 5th, ch	K. to his sq.	30. Kt. to Q. 5th	P. takes P.
12. K. R. P. 2	K. B. to Q. 3d	31. P. takes P.	Q. R. to Q. B. 7th ch.
13. K. Kt. to Q B. 4th	P. to K. B. 6th	32. K. to his 3d	K. R. to Q. Kt. sq.
14. Q. B. tks. K. Kt. P.	K. B. checks	33. Q. Kt. P. 1	Q. R. to K. R. 7th
15. K. to B. sq.	P. to K. B. 3d	34. Q. R. takes P., ch.	K. to B. sq.
16. Q. B. to K. 3d	P. tks. K. Kt. P., ch.	35. Kt. takes B. P.	R. to K. R. 6th, ch.
17. K. takes P.	B. to Q. B. 2d	36. K. to B. 2d	R. to R. 7th, ch.
18. Q. Kt. to B. 3d	K. Kt. to K. 2d	37. K. to B. sq.	
19. Q. to R. 5th, ch.	Kt. to Kt. 3d		

And wins.

Notes.

(*a*) K.'s second, would have been a better place of retreat.

(*b*) To avoid the loss of his K. Kt. P., Black is obliged to take with his K.

CHESS IN AMERICA.

Game won by Mr. Geo. Hammond of Mr. Stanley.

White. (Mr. G. H.)	*Black.* (Mr. Stanley.)	*White.* (Mr. G. H.)	*Black.* (Mr. Stanley.)
1. K. P. 2	K. P. 2	16. B.toQ.Kt.5th,ch	Q. B. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	17. P. takes P	Castles K. R.
3. Q. P. 2	P. takes P.	18. P.takesKt.P.(*a*)	Q. takes P.
4. K.B.toQ. B. 4th	B. checks	19. B. takes Kt.	K. Kt. P. takes B.
5. Q. B. P. 1	P. takes P.	20. Q.toK.Kt.3d,ch.	K. to R. sq.
6. Castles	Q. P. 1	21. Q. to K. R. 4th	K.R.toK.Kt. sq.(*b*)
7. Q. R. P. 1	B. to Q. R. 4th	22. Q.tks.K.B.P.ch.	R. to Kt. 2d
8. Q. Kt. P. 2	P. to Q. B. 7th	23. B. to Q. B. 6th	Q. to Q. Kt. sq.
9. Q. takes P.	B. to Q. Kt. 3d	24. B. takes Q. R.	Q. takes B.
10. Q. to Q. Kt. 3d	Q. to K. 2d	25. K. Kt. P. 1	B. to Q. 5th
11. Q. Kt. to B. 3d	K. Kt. to B. 3d	26. Q. R.toQ. B. sq.	K. R. P. 1
12. B. to K. Kt. 5th	B. to K. 3d	27. Q.R.toQ.B.7th	Q to K. Kt. sq.
13. Kt. to Q. 5th	B. takes Kt.	28. K. R to Q. B.	K. to K. R. 2d
14. P. takes B.	Kt. to K. 4th	29. Q. to K. B. 5th, check	
15. Kt. takes Kt.	P. takes Kt.		

And wins.

Notes.

(*a*) The opening of this game is very smartly played by Mr. Hammond.
(*b*) His best move, perhaps, was B. to Q. sq.

CHESS OF OLD IN THE WESTMINSTER CHESS CLUB.

The following game, hitherto unpublished, was played at the Westminster Chess Club in the early part of 1838, between Messrs. Slous and G. Walker.

White. (Mr. G. W.)	*Black.* (Mr. S.)	*White.* (Mr. G. W.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	10. Q. to her 2d (*b*)	Q. P. 1
2. K.B.toQ. B. 4th	K. B. to Q. B. 4th	11. Q. to her 3d	P. takes Q. B. P.
3. Q. B. P. 1	Q. Kt. to B. 3d (*a*)	12. Q. Kt. takes P.	Q. Kt. takes P.
4. Q. P. 2	K. P. takes P.	13. Q. to her 2d	Q. to her B. 5th
5. B. tks K.B.P.ch.	K. to B. sq.	14. R. to Q. sq.	B. to Q. R. 4th.(*c*)
6. B. takes Kt.	R. takes B.	15. K. Kt. to K. 5th	Kt.toQ.B.7th, ch.
7. K. Kt. to B. 3d	Q. to K. B. 3d	16. Q. takes Kt.	Q. takes Kt., ch.
8. B. to K. Kt. 5th	Q. to K. B. 2d	17. Q. takes Q.	B. takes Q. ch.
9. Q. Kt. P. 2	B. to Q. Kt. 3d	18. K. to B. sq.	B. takes Kt.

And Black wins.

Notes.

(*a*) This move ought to have lost the game.
(*b*) White never recovers the time lost by this and his subsequent move.
(*c*) Very well played: Black has completely turned the tables on his opponent, through being enabled to plant his Queen and the two minor officers so advantageously.

CHESS INTELLIGENCE.

(*To the Editor of the Chess Player's Chronicle.*)

Hull, 14th April, 1847.

SIR,—I beg to inform you that the seventh Anniversary of the "Yorkshire Chess Association," will be held at the Public Rooms, Kingston Square, in this Town, on Wednesday, the 12th of May next.

Mons. St. Amant has accepted an invitation to attend the Meeting; Mr. Staunton is expected to be present; and, in addition to the Yorkshire Amateurs, several of the most celebrated Players, from other parts of the Kingdom, have signified their intention to attend.

Play will commence at Ten o'Clock in the Morning, and be continued until Five, when Dinner will be served.

*** Tickets, including a Pint of Wine, Luncheon, and Coffee, 10*s.* 6*d.* each.

I shall feel obliged by an early communication from you, if it be your intention to attend the Meeting.

I am, Sir,
Your most obedient Servant,
J. R. CLARKE,
Secretary.

SOLUTIONS TO PROBLEMS IN No. 16.

No. 61.

White.	*Black.*
1. Kt. to K. Kt. 4th, ch.	K. to R. 4th (best)
2. Q. to K. B. 7th, ch.	B. interposes
3. Kt. to B. 6th, ch.	K. moves
4. Q. to K. B. 8th	

Mate.

No. 62.

White.	*Black.*
1. P. takes P.	K. to Kt. sq. (best)
2. P. on dis. ch.	K. to R. 2d (or A)
3. Kt. P. 1, ch.	K. takes P.
4. Q. to Q 4th, ch.	K. to B. 2d
5. Q. to Q. 6th, ch.	K. takes Q.
6. P. takes R.	

Becomes a Knight, and mates.

(A.)

	R. interposes
3. Q. takes R., ch.	K. to R. 2d
4. K. Kt. P. 1, ch.	K. takes P.
5. Q. to B. 5th	

Mate.

No. 63.

White.	*Black.*
1. B. to K. 8th, ch.	K. moves
2. B. to Q. R. 4th	B. to Q. Kt. 5th
3. R. to K. 8th, ch.	B. interposes
4. Kt. to Q. Kt. 5th	K. moves
5. Kt. to Q. 4th, dis.	

Mate.

No. 64.

White.	*Black.*
1. Q. to K. B. 3d, ch,	Q. interposes (best)
2. Q. takes Q, ch.	P. takes Q.
3. P. one square	P. one square
4. B. takes P.	R. moves
5. P. takes R.	

Mate.

NOTICES TO CORRESPONDENTS.

We beg to tender our thankful acknowledgments for the many valuable communications which have come to hand during the last week; of these we may be permitted to particularize a collection of exquisite Problems, the invention of the Rev. H. Bolton; a similar contribution of gems, composed by Mr. McG——y and Mr. Kling, and the unpublished MSS. of no less than fifty games, played by some of the leading members of the Westminster Chess Club in its palmiest days.

"J. J. B.," "F. L.," and several other correspondents, are respectfully informed that we cannot undertake the commissions, however flattering and well intended they may be, with which they have favoured us. All orders for Mr. Bohn's forthcoming Handbook should be given to a bookseller. For early copies, we should recommend you to apply to Hastings, of Carey Street.

N. T. W."—The Solutions of the Szen Problem hitherto given, have been so straggling and unmethodical as to repel rather than attract the student. We are glad to find, however, that amateurs need no longer be deterred from the examination of this beautiful position by the want of system shown in its analysis,—a completely systematized solution, from the pen of Captain Evans, the skilful originator of the Evans Gambit, being among the attractions of Mr. Bohn's new Chess work.

'C. R. L.," "E. C.," "S. B.," Hull.—Received with thanks, and now under consideration.

CALVI'S ELEMENTARY LESSONS.

(*Continued from p.* 142.)

Thirty-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K.B.to Q.B.4th	K. Kt. to B. 3d
3. K. B. P. 2 sq.	Kt. takes P.

K. B. P. 2 sq. is badly played. This opening is by the Calabrois, who delights in giving brilliant and dashing games. To attain this end, he makes weak moves on both sides: yours is one of them.

4. K. Kt. to B. 3d	P. takes P.
5. Castles.	K.B.toQ.B.4th, ch

The Calabrois directs this check, which gives White the game; but if Black, instead, had played the Q. Pawn, his game would have been better than yours, as Cozio has remarked.

Thirty-ninth Opening.

1. K. P. 2	K. P. 2
2. K.B.toQ. B. 4th	K. Kt. to B. 3d
3. Q. P. 1 sq.	Q. B. P. 1 sq.

By playing the Queen's Pawn, you support your King's Pawn, and bring your Q. B. into play; but you leave every latitude to your adversary. Black could make a better move. (See the next opening).

4. Q.B.toK.Kt5th	K. R. P. 1

You play this B. to Kt. 5th, to prevent Black from playing his Q. Pawn two squares.

5. B. takes Kt.	Q. takes B.
6. Q. Kt. to B. 3d	Q. Kt. P. 2 sq.
7. K.B.toQ.Kt.3d	Q. R. P. 2
8. Q. R. P. 1 sq.	K. B. to Q. B. 4th
9. K. Kt. to B 3d	Q. P. 1
10. Q. to her 2d	Q. B. to K. 3d
11. B. takes B.	P takes B.
12. K. castles with his K. R.	

Black will castle on the same side, which will give him a superior position, being enabled to bring his Rooks into play before yours.

Fortieth Opening.

1. K. P. 2	K. P. 2
2. K.B.to Q. B. 4th	K. Kt. to B. 3d
3. Q. P. 1	K. B. to Q. B. 4th
4. K. Kt. to B. 3d	Q. P. 1
5. Q. B. P. 1	Castles

Instead of castling, Black could play Q. B. to K. Kt. fifth, or to King's 3d. If he play to K. Kt. 5th, you should play your Queen to her Kt. 3d, and your position would be much better than his; if, instead of the move Q. B. to K. Kt. fifth, he play it to K. 3d, you should take it with K. B., and afterwards bring your Queen to Q. Kt. 3d.

6. Q. R. P. 2	Q. R. P. 2
7. Castles	Q. B. to K. 3d

If, instead of playing the Q. B. to K. 3d, he had placed it on K. Kt. 5th, you should push on the K. R. P. one square. In that case, should he take Kt. with B. you should retake with Pawn to make an opening for your Rooks.

8. B. takes B.	P. takes B.
9. Q.to her Kt. 3d	Q. to her B. sq.

Your position is better, but not sufficiently good to ensure the winning of the game.

Forty-first Opening.

1. K. P. 2	K. P. 2
2. K. B.toQ.B.4th	K. Kt. to B. 3d
3. Q. P. 2	K. P. takes P.

Your move is the correct move. It has been given by an anonymous writer of Venice, in 1812. Instead of taking P. with P., Black could take Pawn with Kt.

This variation shall be analysed in the first opening of the following lesson.

4. K. P. 1	Kt. to K. 5th

In a game played between La Bourdonnais and M'Donnell, Black, instead of playing Kt. to K. 5th, plays his Q. to K. 2d; but White, by also playing Q. to K. 2d, forces the Kt. to retire to his square, which loses Black several moves and consequently the game.

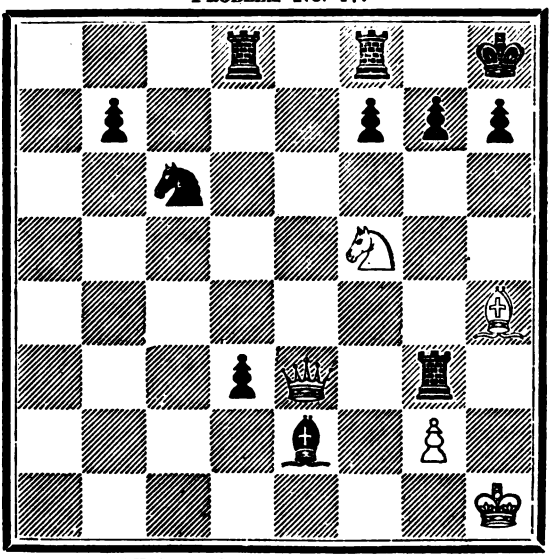
5. K.BtksKBP,ch	K. takes B.

You can also take the doubled P. with Q., and have a good game.

6. Q.toK.B.3d,ch.	K. Kt. to B. 3d.
7. K. Kt. to R. 3d	K. B. to K. 2d
8. Castles	K. R. to B. sq.
9. P. takes Kt.	B. takes P.
10. Q. toQ.5th, ch.	K. to his sq.
11. K. R. to K., ch.	K. B. to K. 2d
12. Q.B.toK.Kt5th	R. to B. 2d
13. R. tks. B., ch.	R. takes R.

14. Q. gives checkmate.

PROBLEM No. 17.



White to Mate in four moves.

PROBLEM No. 18.

White to Mate in four moves.

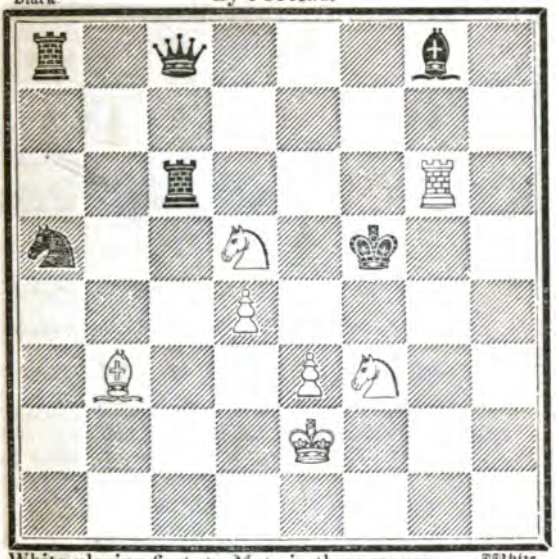
End of Eighth Lesson.

CALVI.

PROBLEM No. 73.

By Puttino.

Black.

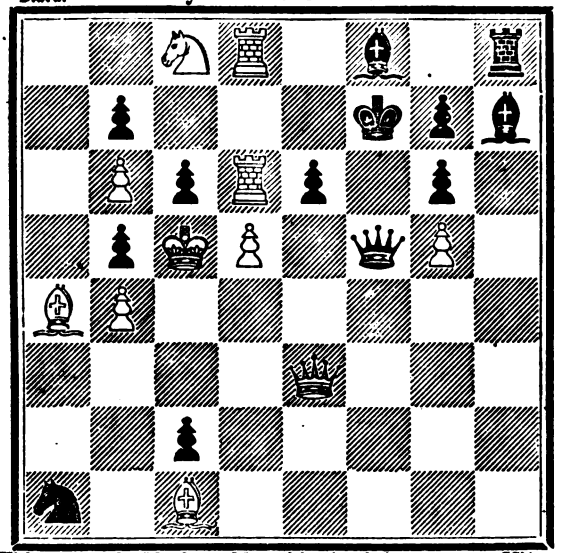


White playing first, to Mate in three moves. White.

PROBLEM No. 74.

By Mr. Mc G——r.

Black.

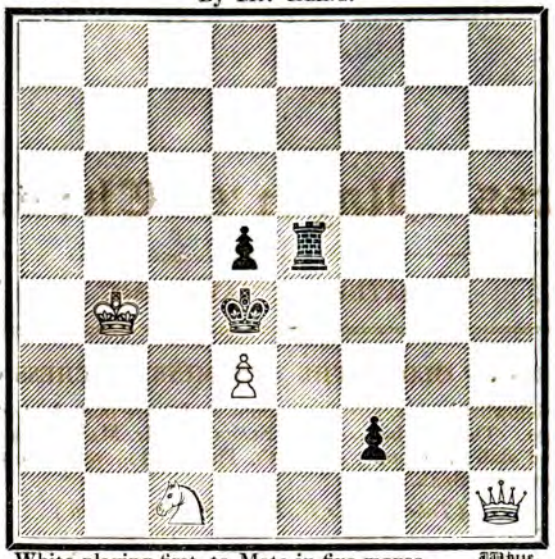


White compels Black to Mate him in three moves. White.

PROBLEM No. 75.

By Mr. KLING.

Black.



White playing first, to Mate in five moves. White.

PROBLEM No. 76.

By MR. MC G——Y.

Black.

White playing first, to Mate in five moves. White.

THE

Chess Player's Chronicle.

No. 20. NEW SERIES. | SATURDAY, MAY 15, 1847. | PRICE THREE PENCE.

CHESS OF OLD IN THE WESTMINSTER CHESS CLUB.

The two following games, hitherto unpublished, were played at this Club about ten years ago. The first between Mr. SLOUS and Mr. MATTHEWS, an Amateur of acknowledged skill; the former giving the Pawn and move. The second between Mr. SLOUS and Mr. SZEN.

(*Take White's K. B. P. from the Board.*)

Black. (MR. MATTHEWS.)	*White.* (MR. SLOUS.)	*Black.* (MR MATTHEWS.)	*White.* (MR. SLOUS.)
1. K. P. 2	Q. Kt. to B. 3d	16. B. to K. B. 4th	Q. to K. 2d
2. Q. P. 2	K. P. 2	17. Q. R. P. 2	B to Q. 2d (*c*)
3. Q. P. takes P.	Kt. takes P.	18. Q. Kt. P. 2	K. R. to B. sq.
4. K. B. P. 2	Q. Kt. to K. B. 2d	19. K. R. to K. sq.	K. Kt. P. 2
5. K. Kt. to B. 3d	B. to K. 2d	20. B. takes Kt.	B. takes B.
6. B. to Q. B. 4th	Q. Kt. to Q. 3d(*a*)	21. Q. to Q. 2d	Q. to K. Kt. 2d
7. B. takes K. Kt.	R. takes B.	22. K. Kt. to K. 2d	K. Kt. P. 1
8. Q. Kt. to B. 3d	Q Kt. to K. B. 2d	23. P. takes P.	Q. takes P.
9. Castles	Q. P. 1	24. Q. to K. 3d	K R. to Kt. sq.
10. K. R. P. 1	Q. B. P. 1	25. Q. to K. B. 2d	P. to K. R. 6th
11. K. Kt. to Q. 4th	R. to R. sq.	26. K. Kt. P. 1	B. takes P.
12. Q. to K. B. 3d	K. R. P. 2	27. Kt. takes B.	Q. takes Kt., ch.
13. K. B. P. 1	Kt. to K. 4th	28. Q. takes Q.	R. takes Q, ch.
14. Q. to K. Kt. 3d	K. R. P. 1	29. K. to R. 2d	R. takes Kt.
15. Q. to B. 2d (*b*)	B. to K. B. 3d	30. R. to K. 2d	K. to K. 2d

And White wins.

Notes.

(*a*) We cannot commend this novelty, which seems to add to the constraint the opening itself imposes upon White's forces.

(*b*) He would not take the K. Kt. P., on account of B. to K. B. 3d.

(*c*) Preparing for Castling on this side.

Black. (Mr. SLOUS.)	*White.* (Mr. SZEN.)	*Black.* (Mr. SLOUS.)	*White.* (Mr. SZEN.)
1. K. P. 2	K. P. 2	5. Q P. 2	P. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	6. P. takes P.	B. to Q. Kt. 3d
3. B. to Q. B. 4th	B. to Q. B. 4th	7. Castles	K. Kt. to B. 3d
4. Q. B. P. 1	Q. P. 1	8. Q. Kt. to B. 3d	Castles

Black. (Mr. Slous.)	*White.* (Mr. Szen.)	*Black.* (Mr. Slous.)	*White.* (Mr. Szen.)
9. Q. P. 1	Q. Kt. to K. 2d	13. Q. B. to Q. 2d	Kt. takes K. P. (*a*
10. Q. to her 3d	Q. Kt. to K. Kt. 3d	14. Kt. takes Kt.	Q. takes Kt.
11. K. R. P. 1	Q. to K. 2d	15. Q. R. to K. sq.	
12. Kt. to R. 2d sq.	R. to K. sq.		

White resigns.

Notes.

(*a*) This is a fatal oversight, and one most unlooked for from so careful a player as the Hungarian.

CHESS IN THE METROPOLIS.

The following are two well contested games between Mr. Harrwitz and Mr. H——n, one of the leading players of the St. George's Chess Club.

Black. (Mr. Harrwitz.)	*White.* (Mr. H——n.	*Black.* (Mr. Harrwitz.)	*White.* (Mr. H——n.
1. K. P. 2	K. P. 2	15. K. R. P. 2	K. Kt. to K. 2d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. K. R. P. 1	Kt. takes Kt.
3. Q. P. 2	P. takes P.	17. K. P. takes Kt.	Q. to K. 2d
4. Kt. takes P.	Kt. to K. 4th	18. K. to Q. 2d	Q. to K. 5th
5. K. B. P. 2	Kt. to K. Kt. 3d	19. R. to K. sq.	K. to Q. 2d
6. K. B. to Q. B. 4th	KB. to Q. Kt. 5th, ch	20. P. at K. B. 5th	tks Kt. R. P. takes. P.
7. Q. B. P. 1	B. to Q. R. 4th	21. K. R. P. 1	Q. R. to K sq.
8. Kt. to K. B. 5th	Q. to K. B. 3d (*a*)	22. Q. to her 4th	Q. to K. Kt. 7th, ch.
9. K. Kt. P. 2	K. to B. sq.	23. K. to Q. B. sq.	K. B. to Q. Kt. 3d
10. K. Kt. P. 1	Q. to her sq.	24. Q. takes Q. B.	B. takes B., ch.
11. Q. B. to K. 3d.	Q. P. 1	25. K. to Q. sq.	Q. takes Q. Kt. P.
12. Q. to her 5th (*b*)	Q. B. to K. 3d	26. Q. takes K. B. P., ch.	K. to Q. B. sq.
13. Q. to her 4th	B. takes B.	27. Q. to her B. 4th	Q. to Q. B. 8th, ch.
14. Q. tks. K. Kt. P., ch.	K. to his sq.	28. K. to K. 2d	B. to Q. Kt 3d, dis. ch

And wins.

Notes.

(*a*) White has not opened his game judiciously, to be driven to this alternative so early in the contest.

(*b*) Safer and better, perhaps, to have taken the K. B. P. with Bishop, and then have moved Q. to her 5th, or in the first instance to have played the Q. to her 4th only.

Black. (Mr. Harrwitz.)	*White.* (Mr. H——n.)	*Black.* (Mr. Harrwitz.)	*White.* (Mr. H——n.)
1. K. P. 2	K. P. 2	11. Q. Kt. to B. 3d	Q. B. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	12. K. to R. sq.	Q. Kt. P. 1
3. Q. P. 2	P. takes P.	13. K. B. to K. 2d	Q. B. P. 1
4. Kt. takes P.	Kt. takes Kt.	14. Q. to her 3d	Q. Kt. P. 1
5. Q. takes Kt.	Q. P. 1	15. Kt. to Q. 5th	Q. R to Q. B. sq.
6. K. B. to Q. B. 4th	K. Kt. to B. 3d	16. Q. B. P. 2	P. takes P. *en pas.*
7. Castles	K. B. to K. 2d	17. Kt. takes P.	Q. to her 2d
8. K. B. P. 2	Castles	18. Q. B. to K. B. 4th	Q. B. P. 1
9. K. B. P. 1	Q. Kt. P. 1	19. Q. to her 4th	Q. to her B. 3d
10. K. R. P. 1	Q. B. to Q. Kt. 2d	20. B. to K. B. 3d	Q. to her R. 3d

Black. (Mr. HARRWITZ.)	*White.* (Mr. H——N.)
21. Q. R. to Q. sq.	K. R. to Q. sq.
22. Q. to K. B. 2d	Kt. to K. sq.
23. B. to K. 3d	Q. R. to Q. B. 2d
24. B. takes P.	B. takes K. P.
25. Q.B. to Q.Kt. 6th	B. takes K. B.
26. B. takes R.	B. takes P., ch
27. Q. takes B.	Kt. takes B.
28. P. to K. B. 6th	B. to his sq.
29. P. takes P.	B. takes P.
30. R. to K. Kt. sq.	Kt. to K. 3d
31. Kt. to Q. 5th	K. to R. sq.
32. Q. R. to K. B. sq.	Q. to her Kt. 2d(*a*)
33. Kt. to K. B. 6th	Q. to K. 2d
34. Kt. to K. R. 5th	B. to K. 4th (*b*)
35. Q. to K. B. 3d	Q. to K. R. 5th (*c*)
36. K.R. to K.Kt. 4th	Q. to K. 2d
37. Q. takes P.	Q. takes Q.
38. Q. R. takes Q.	B. takes Q. Kt. P.
39. K. R. tks Q. B. P.	Kt. to Kt. 4th
40. Q.R. to Q.Kt. 7th	B. to K. 4th
41. K. R. to Q. B. 7th	Kt. takes P.
42. R. takes P., ch	K. to Kt. sq.
43. K. to Kt. 2d	Kt. to Kt. 4th
44. R. to Q. 7th	R. to K. B. sq.
45. R. to K.Kt. 7th, ch	B. takes R.
46. R. takes B., ch	K. to R. sq.
47. R. takes Kt.	R. to Q. R. sq.
48. Kt to K. B. 6th	R. takes P., ch
49. K. to R. 3d	R. to Q. R. sq.
50. K. to Kt. 4th	R. to K. B. sq.
51. R. to Kt. 6th	Q. P. 1
52. K. to K. Kt. 5th	R. to Q. sq.
53. R. to K. R. 6th, ch	K. to Kt. 2d
54. R. to R. 7th, ch	K. to B. sq.
55. K. to Kt. 6th	

And wins.

Notes.

(*a*) Had he played the Bishop to Q.'s 5th, in the hope of regaining "the exchange," Black could have moved Q. to K. B 3d; and if then the Bishop took the Rook, White would have been mated in four moves.

(*b*) It is not so clear now that White could not have played this Bishop to Q.'s 5th advantageously.

(*c*) This is worse than a lost move. Kt. to K. Kt. 4th appears a far stronger mode of resisting the enemy.

Game played between Mr. J. BROWN and Mr. E. WILLIAMS.

White. (Mr. B.)	*Black.* (Mr. E. W.)
1. K. P. 2	K. P. 1
2. Q. P. 2	Q. P 2
3. P. takes P.	P. takes P.
4. K. B. to Q. 3d	K. Kt. to B. 3d
5. K. Kt. to B. 3d	K. B. to Q. 3d
6. Castles	Castles
7. R. to K. sq.	K. R. P. 1
8. Kt. to K. 5th	Q. B. P. 2
9. Q. B. P. 1	Q. Kt. to B. 3d
10. K. B. to Q. B. 2d	R. to K. sq.
11. K. B. P. 2	Q. B. P. takes P.
12. Q. B. P. takes P.	Q. to Q. Kt. 3d
13. Q. B. to K. 3d	Q. takes Kt. P.
14. Q. to Q. 2d	K. to B. sq. (*a*)
15. Q. to B. 3d	Q. takes Q.
16. Kt. takes Q.	K. B. to Kt. 5th
17. Q. Kt. to Kt. 5th	R. to K. 2d
18. Q. R. P. 1	B. takes R.
19. R. takes B.	Q. R. P. 1
20 Q. Kt. to Q. 6th	Q. Kt. takes Kt.
21. K. B. P. takes Kt.	Kt. to K. sq.
22. Kt. takes B.	R. takes B.
23. K. B. to Q. Kt. 3d	K. R. to Q. 2d
24. Q. B. to Q. 2d	K. to K. 2d
25. Q.B. to Kt. 4th, ch	K. to Q. sq.
26. K. R. P. 1	Q. Kt. P. 1
27. R. to K. 3d	Kt. to Q. B. 2d
28. R. to K. B. 3d	Kt. to K. 3d
29. Q. B. to Q. 6th	Kt. takes Q. P.

And Black ultimately wins the Game.

Note.

(*a*) Had he taken the Rook, White would have played Kt. to Q. B. 3d; and if the Q. then moved to her Kt. 7th, by checking with his K. B., White would have won her.

CHESS AT BRIGHTON.

Captain Kennedy gives his Q. Kt. to Dr. K——, of the Brighton Chess Club.

(Remove White's Q. Kt. from the board.)

White. (Capt. K.)	*Black.* (Dr. K.)	*White.* (Capt. K.)	*Black.* (Dr. K.)
1. K. P. 2	K. P. 2	16. K. P. takes P.	Castles.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	17. K. B. P. 1	K. Kt. to Q. Kt. 3d
3. Q. P. 2	P. takes P.	18. Q. to Q. B. 3d	K. Kt. to Q. R. 5th
4. K. B. to Q. B. 4th	K. B. checks	19. Q. to K. 5th	K. Kt. takes B.
5. Q. B. P. 1	P. takes P.	20. K. B. P. takes Kt.	Kt. to Q. B. 5th
6. Castles.	P. to Q. B. 6th	21. Q. to K. 2d	K. B. P. takes P.
7. Q. takes P.	Q. P. 1	22. Q. takes P., ch	K. to K. R. sq.
8. Q. R. P. 1	B. to Q. B. 4th	23. K. R. takes R., ch	Q. takes R.
9. Q. Kt, P. 2	B. to Q. 5th	24. Q. takes Kt.	Q. takes Q. P.
10. Kt. takes B.	Kt. takes Kt.	25. R. to Q. B. sq.	R. to Q. sq.
11. Q. to Q. R. 2d	Q. B. to K. 3d	26. K. R. P. 1	Q. B. P. 1
12. Q. B. to Q. Kt. 2d	Q. B. takes B.	27. R. to K. B. sq.	Q. to K. 2d
13. Q. takes B.	Q. Kt. to K. 3d	28. Q. to K. B. 7th	R. to K. sq. (*a*)
14. K. B. P. 2	K. Kt. to B. 3d	29. Q. takes Q.	R. takes Q.
15. K. P. 1	K. Kt. to Q. 2d	30. R. to K. B. 8th	

Mate.

Note.

(*a*) This move is not in accordance with Dr. K.'s usual steady and correct play.

SOLUTIONS TO PROBLEMS IN No. 17.

No. 65.

White.	*Black.*
1. B. to Q. B. 4th, ch.	Q. P. 1
2. B. to K. B. sq.	R. takes B.
3. Kt. to Q. R. 6th	Any move.
4. Kt. checkmates.	

No. 66.

White.	*Black.*
1. Q. B. P. 1, ch.	K. to Q. sq.
2. Q. takes K. B. P.	Q. to Q. B. sq.
3. Q. takes K. B., ch.	R. interposes.
4. Kt. to K. B. 7th	

Mate.

No. 67.

White.	*Black.*
1. B. takes Q. P.	P. to Q. B. 7th
2. Kt. from Q. R. 3d to Q. B. sq.	P. to Q. R. 7th
3. Kt. to Q. 3d, ch.	K. to Q. 5th
4. Kt. from Q. B. to Q. Kt. 3d, ch.	K. to Q. B. 6th
5. B. mates.	

No. 68.

White.	*Black.*
1. Q. to K. R. sq., ch.	K. to Kt. 5th
2. B. to Q. 7th	Any move.
3. Q. mates.	

NOTICES TO CORRESPONDENTS.

"M. T. S. R."—Your solution of Problem No. 69, in five instead of six moves, seems correct. We have looked in vain at page 178 for the position between two Amateurs at Boston,—where does it appear? The player in question is a very clever one, so that it is probable there is some mistake in the situation. In London, you will find play at the St. George's Chess Club, 5, Cavendish-square; the London Chess Club, George and Vulture Hotel, Cornhill; or, if you object not to a public room, at Ries' Grand Divan, in the Strand. In the first match mentioned, the serious indisposition of the English Player prevented anything like a fair exhibition of his powers; and it was only astonishing, under the circumstances, that anything like a fight was made.

"A. L." Ipswich, is cordially thanked for his welcome contribution.

"T. W. N."—The Handbook will contain analyses of all the openings, illustrated by actually played games. About 500 pages, and the price five shillings; for further particulars, pray consult the advertisements.

"H. J. C. A."—You are right with regard to Puttino's Problems, and he should exhibit more care in their construction; but you have made a great mistake with respect to the singularly beautiful position by Mr. Kling.

"G. P. S."—Mr. Kenny's Shilling Manual is the book you want. Get that, and you will soon be in train to venture on the larger works.

CALVI'S ELEMENTARY LESSONS

(*Continued from p. 150.*)

Ninth Lesson.

First Section.—King's Bishop's Game.

Forty-second Opening.

1. K. P. 2	K. P. 2
2. K. B.toQ.B.4th	K. Kt. to B. 3d

We have seen in the preceding lesson, that Black's second move is bad, and a variation has been given, shewing the best move that White can play in this position.

The present opening is merely a variation of the same move. (See Ponziani's Work, p. 79. Modena, 1782.)

3. Q. P. 2	Kt. takes P.
4. P. takes P.	K. B. to Q. B. 4th

If Black, instead of playing his K. B., had taken your K. B. P. with his Kt, you should bring out your Q. to B. 3d.

5. Q. to her 5th	B. tks. K. B. P., ch
6. K. to B.	Q. to R. 5th
7. Q.tks.K.B.P.ch	K. to Q.
8. K. Kt. to B. 3d	K.Kt.to his 6th,ch.
9. K. takes B.	Kt. takes R., ch.
10. K. to Kt. sq.	Q. to K. B. 7th, ch.
11. K. takes Kt.	Q. B. P. 1

Your game is superior to that of your adversary, in position as well as in the number of pieces.

Forty-third Opening.

To follow the order observed in the *Encyclopédie des Echecs*, we give this opening here, although its proper place would be in the next section. The author of this charming opening, is Gioachimo Greco, says Le Calabrois, and for this reason we follow the example of La Bourdonnais, (Palamède, vol. i., p. 181) and call it the Opening of the Calabrois. Many authors of acknowledged celebrity have treated of this opening; Lolli, Ponziani, La Bourdonnais, Lewis, and Walker are of this number; and lastly, Bilguer, who in his Hand-book has published nearly three hundred variations on this opening. These authors, with the exception of Lolli, agree that he who has the move, ought to win; but the attacks which have been invented since Lolli wrote his work, shew that his proposed defence is unsound.

Opening of the Calabrois.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B.toQ.B.4th	K. Kt. to B. 3d
3. K. Kt. to B. 3d	Q. Kt. to B. 3d

Black's move of Q. Kt. to B. 3d, gives you a strong attack; and I am of opinion that it ought to occasion him the loss of the game.

4. K. Kt.to his 5th	Q. P. 2 sq.

By playing your Kt. to Kt. 5th, you doubly attack the K. B. P., which cannot be defended by any of his pieces.

5. P. takes P.	Kt. takes P.

Instead of taking the Pawn, Black could play his Q. Kt. to R. 4th. In that case, you should check with your B. at Q. Kt. 5th; Black would cover with Queen's Bishop; and you, by playing the Q. to K. 2d, would preserve the won Pawn.

6. K.Kt.tks.K.B.P	K. takes Kt.

The sacrifice of this Kt. is made at the right time. I think that, after this move, you ought to win by force; but the attack must be briskly followed up.

7. Q.toK.B.3d,ch.	K. to his 3d
8. Q. Kt. to B.3d	Q. Kt. to K. 2d

Instead of playing the Q. Kt. to K.'s second, Black could play it to his 5th square. In that case, you should play the Q. to K.'s 4th, afterwards attacking the Kt. with Q. R. P.

9. Q. P. 2 sq.	K. R. P. 1

Q.'s P. 2 squares is a good attacking move. Black, if he took it, would lose a piece.

Black, instead of K. R. P. 1, might

Erratum.—In Calvi's Problem, No. 17, inserted in last week's Number, the beginner will find that there are *three* Black Rooks on the board instead of *two*. Take away the Rook on King's Knight 6th, and the Problem will be found to be easy of solution.

have played Q. B. P. 1 sq. (See Variation in our next number.)

10. King castles	Q. B. P. 1 sq.

If Black, instead of playing this P., had moved the K. Kt. P. two squares, you should play Q. to K's 4th. (See Variation below.)

11. K. R. to K. sq.	K. to Q. 2d

Instead of playing the King, Black could play his Q. Kt. to K. Kt. 3d. In such case you could play as follows:—

P. takes P.	Q. Kt. P. 2 sq.
Q. to K. Kt. 4th, ch.	K. to B. 2d
K. P. 1, ch.	K. to B. 3d

Q. to K. B. 3d, ch., winning the game by force.

At the same eleventh move, instead of playing K. to Q. 2d, Black might play Q. Kt. P. 2 sq. Supposing this, the game might be continued thus:—

B. takes Kt.	P. takes B.
R. takes P., ch.	K. to Q. 2d
R. takes P., ch.	Kt. takes R.

Q. takes Kt., and afterwards captures the Rook.

These variations are taken from Lewis's Second Series of Lessons, pp. 83, &c., 1834.

12. P. takes P.	K. to Q. B. 2d

If Black, instead of playing the K., had taken your Kt. with his, you should play:—

K. P. 1, ch	K. to Q. B. 2d
Q. B. to K. B. 4th, ch	K. to Q. Kt. 3d
Q. B. P. takes Kt.	Q. R. P. 1
Q. R. to Q. sq.	Kt. to Q. 4th
B. takes Kt.	P. takes B.
R. takes P.	

Your position is so good that you ought to win in a few moves.

13. K. P. 1 sq.	Q. Kt. P. 2 sq.
14. B. takes Kt.	Kt. takes B.
15. Kt. takes Kt.	P. takes Kt.

If Black, instead of taking Kt. with Pawn, had taken with the Queen, you should exchange Queens, and then play K.'s P. 1 sq.

16. QBtoKB4th,ch	K. to Q. Kt. 3d

He might also have covered with B. In that case, you should play:—

K. P. 1	Q. to her 2d
Q. to Q. B. 3d, ch.	K. to Kt. 3d
B. takes B.	

You win a piece, remaining with a good position.

17. Q. to K. 3d, ch.	K. B. to Q. B. 4th
18. K. P. 1	Q. to K. sq.
19. Q. to K. 5th	

Black is forced to sacrifice a piece, and consequently loses the game.

Variation from Black's Tenth move.

White.	*Black.*
10.	K. Kt. P. 2 sq.
11. Q. to K. 4th	K. B. to Kt. 2d
12. K. B. P. 2 sq.	P. takes P.

Black could also play K. R. to K. B. square, or Q. B. P. 1 square.

The result of the first move would be as follows:—

	K. R. to B.
K. B. P. 1 sq., ch	R. takes P.
R. takes R.	Kt. takes R.
B. takes Kt., ch.	

Your position is good.

The second move would produce the following result:—

	Q. B. P. 1 sq.
K. B. P. 1 sq., ch.	K. to Q. 3d
K. B. P 1 sq.	B. takes P.
R. takes B., ch.	Kt. takes R.
Q. takes P., ch.	

You take the Kt. the next move. In the last variation, Black on the second move, could move his K. to Q. 2d instead of to Q. 3d. In that case, you could continue the attack as follows:—

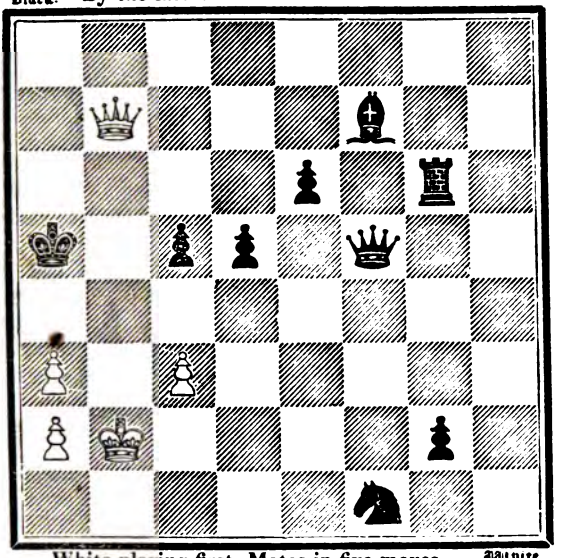
P. takes P.	Q. to Kt. 3d, ch.
K. to R. sq.	Kt. takes Kt.
P. takes Kt.	Kt. to Q. 4th
K. B. P. 1 sq.	B. to his sq.
K. P. 1 sq., ch.	

White.	*Black.*
13. Q. B. tks. P.	Q. B. P. 1 sq.
14. B. takes P.	B. takes B.
15. Q. takes B., ch.	K. to Q. 2d
16. Kt. takes Kt.	P. takes Kt.
17. B. takes P.	

You can win the game.

PROBLEM No. 77.

Black. By the late Dr. Bledow & Herr Hanstein.*



White playing first, Mates in five moves. White.

* From the Berlin Schachzeitung,

PROBLEM No. 78.

By Mr. W. H. C.

Black.

White playing first, Mates in three moves. White.

PROBLEM No. 79.

By Mr. Clare.

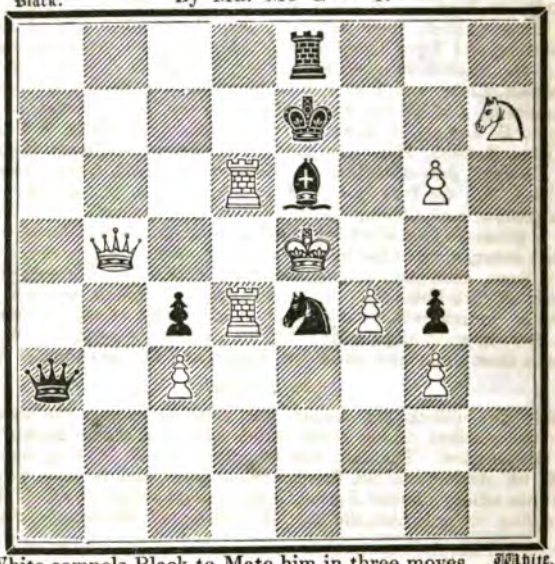
Black. Arranged from an End-game of Philidor.

White to play, and Mate in six moves. White.

PROBLEM No. 80.

By Mr. Mc G——y.

Black.



White compels Black to Mate him in three moves. White.

THE

Chess Player's Chronicle.

No. 21. NEW SERIES. | SATURDAY, MAY 22, 1847. | PRICE THREE PENCE.

ANNIVERSARY OF THE YORKSHIRE CHESS ASSOCIATION.

THE seventh anniversary of this delightful institution was celebrated at Hull on the 12th inst., and will long be memorable as the most brilliant and interesting festival yet given by this society in honour of the noble game. The whole suite of apartments in the public rooms were in requisition for the occasion; and it was calculated that nearly two hundred persons, including the ladies who graced the meeting by their presence, must have assembled during the day. Members and visitors began to congregate as early as eleven in the forenoon; and in the general company we recognised M. St. Amant, the leading chess player of France (Mr. Staunton who had accepted the pressing invitation of the committee, was unfortunately detained by unavoidable business, and did not arrive in Hull till the evening); Messrs. Horwitz, Harrwitz, and Worrell, from London; Messrs. Rhodes, Cadman, R. H. Brown, Tennant, Clapham, from Leeds; Mr. Silas Angas, from Durham; Mr. G. H. Seymour, from York; Messrs. S. Adams and S. Newham, from Nottingham; Messrs. Parratt, Horn, Marsden, and Brierly, from Huddersfield; Messrs. Shepherd, Robinson, Barff, and the Rev. R. Garvey, from Wakefield; Messrs. Norris, and John and James Craven, from Halifax; Mr. Samuelson, from Liverpool; Messrs. Shepherd, Darling, and Tiger, from Beverley; Mr. Doughty, from Lincoln; Mr. Oldham, from Louth; Mr. Nicholson, from Brigg; Mr. Boden, from Settle; Mr. T. Frost, from Cromford; Messrs, Linley and Parker, from Sheffield; Mr. Morris of Croxton, the highly respected President, and Messrs. Frost, Clarke, Levett, Boden, Owen Daly, W. C. Good Hansell, Boyes, B. Levett, N. Levett, Lloyd, Galland, H. Smith, J. Smith, Horncastle, Blundell, Kirke, Pearson, Hill, Alexander, Wigelsworth, Sigmont, Sampson, Newbald, Saunderson, Potterell, James Jackson, A. Jackson, Schofield, Green, Jones, and the Rev. G. F. Noad, D. C. L.; the Principal of Kingston College, &c. &c. &c. Chess playing speedily commenced; and although in meetings of this description, which are mainly for the purpose of promoting social intercourse among the fraternity, the play is not expected to be of a high order, some of the contests were not undeserving preservation. The most interesting of these, consisted of the games wherein Mr. Harrwitz exhibited his extraordinary powers of blindfold play, by conducting two games at once without chess-board and men, (which will be found in another part of this number), the games wherein Mr. Horwitz gave large odds, with his customary brilliancy, to several of the members, and a short game between M. St. Amant and Mr. Newham, of Nottingham.

THE DINNER.

Shortly after five o'clock the dinner was announced, and the assembled visitors adjourned to the spacious dining room which had been commodiously and elegantly arrayed for the occasion. The chair was occupied by C. Frost, Esq., the President, supported by M. St. Amant and Mr. Rhodes on one hand, and the Rev. Dr. Noad and Mr. Newham on the other. Bethel Jacobs, Esq., vice-president of the Hull Chess Club, Henry Levett, Esq. ex-president, the Rev. R. Garvey, C. Horncastle, Esq., and G. V.

Wigelsworth, Esq., officiated as vice-presidents. Above 120 gentlemen sat down to the entertainment, which was admirably served, and commanded general satisfaction.

Upon the removal of the cloth, the Chairman in appropriate terms gave successively, "The Queen," "Prince Albert," and "The rest of the Royal Family," all of which were received with unbounded enthusiasm.

In a few minutes the President again rose, and said he had now to propose a toast which might appear a singular one, in this country, and on such an occasion; but we had had the honour of having our exertions for the promotion of chess, noticed by the Sovereign of a neighbouring realm, who had expressed his favour towards the chess players of this country in a manner which entitled him to their warmest approbation. (Hear, hear, and cheers.)

The CHAIRMAN then read the following paragraph from an English newspaper, in illustration of this interesting fact:—"The March number of 'Le Palamede' portrays a highly interesting interview which has lately taken place between the French King and M. St. Amant, the first chess player in France. It appears that St. Amant was on duty at the Palais Royal, as a captain of the National Guard, and Louis Philippe gave him a long audience, chiefly relative to chess. Our readers will recollect that at the last meeting of Yorkshire players, the Rev. Richard Garvey introduced the following sentiment into his speech:—'Would that our heart-felt aspirations for a continuance of the *entente cordiale* could penetrate the halls of St. Cloud, that its venerable monarch might know and feel how much we Englishmen love peace with France, and how ardent are our wishes for the health and long life of that wise and great man who now rules the Gallic empire,' &c. The report of this meeting having been specially made to Louis Philippe, his Majesty thus expressed himself in reply to St. Amant:—'I have always loved chess; but, alas! for many long years have had no time to sacrifice to its shrine. The pleasure with which I greet its great representative in France is not thereby diminished.' His Majesty then continued in English (which he speaks remarkably well), 'You are about to revisit England, and will again participate in these interesting chess reunions, I heartily congratulate you on the pleasure you will enjoy; felicitating you in the development you have so ably given to the serious side of the question—that of the most kindly and brotherly feeling between the two countries.' So we really have to announce the interesting fact that a message sent to Louis Philippe by an English gentleman on the part of English gentlemen, has been responded to, as one free-born man ought to reply to another. This interview was marked throughout with the most pleasing amenity on the part of the King. He entered a private room, hat in hand, like a gentleman about to pay a morning visit, St. Amant having waited in the *salon* a few minutes, the King being quite alone with his subject, having closed the door after him. His health seemed all that France and Europe could wish, his manner that of a high-bred gentleman speaking to his equal. O, Louis Quatorze, can you rest in your grave? St. Amant has come to London *en passant* for the Yorkshire Chess Festival, on May 12, at which Louis Philippe's kindly acceptance of last year's good wishes will not fail to be duly appreciated. These chess passages are delightful to the poet, and the enthusiast; they make the crooked ways of life straight, and the rough places of politics plain. Honour to chess, as affording a neutral ground on which Kings, Queens, Bishops, and Pawns, may meet in all amity and good feeling." (The reading of this extract was received with great applause.) The Chairman said it was very gratifying that one of their vice-chairmen (the Rev. Mr. Garvey) had been the means of eliciting the above sentiments from the King of France, in consequence of some observations made by the reverend gentleman, a few months ago, at a chess-meeting at Wakefield. (Applause.) The Chairman concluded by proposing "The King of the French, and the Royal Patrons of Chess." (Immense cheering.)

The PRESIDENT next gave "The Dean of York, and the Clerical Chess Players." (Applause.) A Chess Club had been recently established at York, and it had the honour of being presided over by the Dean of York. (Cheers.) There were many excellent chess players, he rejoiced to say, among the clergy, as it was a proof to the world that the game had in itself no connexion with gambling, or any other immorality; and in their own town he might particularize the names of Dr. Noad, the Rev. R. K. Bailey, and the Rev. W. Singleton, all of whom were attached to this admirable and philosophic recreation. (Great applause.)

DR. NOAD politely acknowledged the honour done to the clergy in the name of the

Dean of York, and assured the meeting of his most perfect sympathy with the observations which had fallen from the Chairman, as to the noble and spotless character of the game of chess. It was the first occasion on which he had had the opportunity of meeting with so many chess players, but he hoped it would not be the last. (Cheers.)

The CHAIRMAN then proposed, "The Mayor and Corporation of Hull," and expressed his regret that the former was prevented attending, as he desired to do, by an official engagement, from which he promised to repair to this meeting if possible. The toast was most cordially received, as were also "The Army and Navy," and "Prosperity to the Town and Trade of Hull."

The PRESIDENT then rose to propose the toast of the evening, and was received with hearty applause. He said the toast he had now to propose was certainly one of very great importance to a large proportion of the company then assembled, and to all composing the Chess Association. The association consisted of those clubs in Yorkshire which had been formed for the purpose of cultivating the game of chess—a more noble, or pure, or innocent recreation could not be conceived, as it was closely connected with mental improvement. The association was increasing, not only in the number of clubs, but in the number of chess players constituting each club. York had lately formed a club, and that, he had no doubt, was partly from a desire to join this association, which has been attended with such advantages to the cause of chess playing. They were not now trying an experiment, for this was the seventh anniversary of the association. (Cheers.) They had served an apprenticeship—they were now free, and he hoped they would carry on as masters the cause with credit to themselves. It was really agreeable to reflect on the cause for which they were associated, and it was highly flattering to witness so many gentlemen from a distance, assembled to pay their devotion to the ancient game, and to enjoy each other's society. They had been honoured with the company of one gentleman who had come all the way from Paris to unite with this association, and to render his invaluable aid at this anniversary. (Tremendous cheers.) He was particularly happy to hear those plaudits, and he was not sorry to add that on no previous occasion had there been a more numerous assembly to meet the distinguished visitors who had arrived. In addition to the presence of Mons. St. Amant, they had the presence of two other distinguished foreigners, who came from London expressly to be present on this occasion. As for Mr. Harrwitz, he had astonished them all with his power of recollection (great applause), the exercise of which appeared to baffle all mental calculation. To conceive a gentleman encountering two others at the same moment, without seeing the board, was an operation which defeated any ordinary mode of expression to describe. It was an almost incredible effort of the memory; but he would not call it memory merely, although the memory must be very greatly concerned in the operation, and he would relinquish the task of attempting to describe it, for really it scarcely came within the limits of our comprehensibility. The other gentleman, Mr. Horwitz, had done several members the honour of competing with him, and had shewn how able he was to beat those whom they fancied to be very good chess players. In addition to these they had had a gentleman from beyond the Atlantic for their visitor, and in Mr. Anderson, from New York, they had a most valuable acquisition. (Cheers.) To return to our own country. They had had a gentleman whose name was identified with the cause of chess throughout the world. (Cheers.) They could not but wish prosperity to the society to which he belonged, nor doubt that he would continue to give his utmost exertions to maintain and increase its fame. To the honour of that society he ought perhaps to remark that the London Chess Club was perhaps the oldest of the kind in the kingdom. The gentleman to whom he referred had made his journey solely to attend this meeting. He did not come by way of experiment, because the kindness which he had experienced in Leeds, and the gentle manly reception which he had met from all the members, had been such as to induce him most cheerfully to repeat his visit. (Loud and long-continued cheers.)

This was followed by a song from Mr. Jacobs, which that gentleman had composed and set to music for the occasion, and in honour of chess.

At this moment, Mr. Staunton, the champion chess player of England, and the victor in the memorable chess match between England and France, in 1843, entered the room, having just arrived by the railway from London to be present, and the scene of excitement that ensued almost baffles description: cheers, long, loud, and reiterated, accompanied him to his seat beside the chairman, and it was some time before the applause subsided.

When silence was restored, the Rev. Mr. Garvey got up, and in an admirable and peculiarly appropriate address, congratulated the company on the meeting at that assembly of the two great chess champions of England and France, and said it afforded him still greater pleasure to understand that, notwithstanding the differences which had too long existed between those distinguished players, they were now ready to lay them aside, and proffer to each other the right hand of fellowship and cordiality. This announcement was received with the most deafening plaudits, and for a long time the rev. gentleman was prevented from pursuing his speech. When the cheering had subsided, Mr. Garvey called upon the company to fill a bumper; and after alluding with singular eloquence and good feeling to the happy reconciliation they had that day witnessed between the two magnates of the game, he proposed "The Health of Mr. Staunton and M. St. Amant, and the thanks of the Yorkshire Chess Association to them for the honour of their visit." The toast was received with unbounded and enthusiastic cheering, accompanied by musical honours; and on Mr. Staunton signifying his wish to give way to his celebrated competitor, that gentleman responded to it in an eloquent and finely-delivered oration in his native tongue, reciprocating the sentiments of the rev. gentleman who had proposed it, and expressing the warmest esteem both of himself and his countrymen towards the English nation, and his ardent and dearly-cherished wishes for the perpetuation of that kindly feeling. He complimented the assembled company of British players, by remarking, that chess was practised in England before it was known in France; and concluded his able address by proposing that they should drink with all honours the "Health of Mr. Rhodes, the originator of these meetings, and the Chess Players of Leeds" (The toast was received with reiterated cheers.)

Mr. Rhodes returned thanks in a neat and appropriate speech, and begged to propose the health of the Chairman. (Loud applause.)

The Chairman most gratefully acknowledged the kindness with which his health had been received, and in an elegant and complimentary speech, proposed the health of Mr. Horwitz, and Mr. Harrwitz. (Drank with three times three, and great applause.)

Mr. Staunton rose and was again received by a renewal of the enthusiastic cheering which had greeted him on his arrival.

He apologised for the liberty he had taken in deviating from the customary course of procedure on such occasions; and, suffering as he then was from the excitement of twelve hours rapid whirling through the air on the railroad, and the rapturous reception they had done him the honour to bestow, he wished to postpone the observations it was his intention to make, until a later period of the evening; but he could not resist the opportunity which the seconding this toast gave him, to make a passing remark on those gentlemen whose health they were about to drink. He had repeated opportunities of meeting them in competition over the chess-board, had played with each a match of many weeks duration, and had always received from them on the most trying occasions the greatest possible affability and courtesy. On the present occasion they had afforded a gratifying proof of their willingness to aid the cause of chess in this country by coming from so great a distance, and he was sure that on any future assemblage of a similar description, their invaluable assistance might with confidence be reckoned on. Mr. Staunton then briefly alluded to the speech of Mr. Garvey, in the sentiments of which he cordially agreed. He expressed the highest admiration for the talent of M. St. Amant, and paid the sincerest tribute to those powers of courage and endurance which had sustained him in a manner almost unparalleled during their great struggle. He believed that much of the bitterness which had been exhibited in the unfortunate differences which had sprung up between them, was foreign to the natural disposition of both, and had been engendered and fostered not by themselves but by the interested or unwise interference of injudicious partisans. Deprecating any further animosity except over the chess-table, when nothing would afford him greater pleasure than to renew hostilities with M. St. Amant in another match, he concluded by seconding the compliment which the Chairman had proposed in honour of Messrs Harrwitz and Horwitz. (The toast was drunk with musical honours and loud applause, and was suitably acknowledged by those eminent players.)

Mr. Newham and the Chess Players present who are non-members," was then proposed, and responded to by Mr. Newham, who in return gave "the health of Mr. Walker and the cause of chess literature."

The president next gave the health of Mr. Craven, and the Chess Club of Halifax, which was replied to by Mr. Craven, who proposed "the Secretary and Committee of the Hull Club." This was responded to by Mr. Clarke and the ex-president, Mr. Levett; the latter of whom proposed the President and the Secretary of the London Chess Club, which was appropriately acknowledged by Mr. Worrell. "The Rev. R. Garvey," "the Vice-President, B. Jacobs Esq.," and the "Ladies" were severally toasted, and properly replied to.

After the termination of the regular toasts Mr. Staunton addressed the company, and in the course of his speech announced the gratifying fact, that stimulated by the success which had attended those provincial re-unions, the London players were awakening from their lethargy, and the result was the prospect of an annual assemblage in the Metropolis of all the leading players in the Kingdom: as a preliminary step, the London Chess Club would hold their Anniversary Dinner on the 26th inst., and he had been deputed to give a special invitation to the company then present, and a promise that every thing would be done to render the meeting the most attractive which had ever been called together in the cause of Chess. This announcement was received with enthusiastic demonstrations of pleasure. A discussion then ensued between Mr. Staunton, Mr. Craven of Halifax, and Mr. Robinson of Wakefield, on the subject of the most convenient day for holding the Annual Meetings of the Yorkshire Chess Association in future; and upon the suggestion of Mr. Staunton, Monday the third of May, 1848, was appointed for the next Anniversary, which is to be held at Halifax.

The proceedings terminated shortly after. On the following day several interesting games were played, in which Mr. Staunton, Mr. Horwitz, M. St. Amant, and Mr. Harrwitz, took a part; and in the evening many of the most distinguished visitors were invited to a splendid entertainment at the house of the hospitable President, whose indefatigable kindness and urbanity were the theme of general eulogy to all who had the gratification of being present at, certainly, the most splendid assemblage of the Association which has yet been held.

GAMES PLAYED AT THE YORKSHIRE CHESS FESTIVAL.

The two following games were played by Mr. Harrwitz simultaneously and without seeing the board. His competitor in the first being Mr. Boden, one of the most promising players of the Northern Clubs, and in the other, Mr. Lucas, the Treasurer of the Hull Chess Club.

White. (Mr. Harrwitz.)	*Black.* (Mr. Boden.)	*White.* (Mr. Harrwitz.)	*Black.* (Mr. Boden.)
1. K. P. 2	K. P. 2	11. Q. B. to Kt. 2d	K. Kt. to R. 3d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	12. P. takes Q. P.	Q. takes P.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	13. B. takes K. Kt. P.	K. R. to Kt. sq.
4. Q. Kt. P. 2	B. takes P.	14. B. to Q. Kt. 2d	Castles
5. Q. B. P. 1	B. to R. 4th	15. Q. Kt. to B. 3d	Q. B. to K. R. 6th (*b*
6. Castles	Q. P. 1	16. K. Kt. to K. sq.	K. Kt. to his 5th
7. Q. P. 2	P. takes P.	17. K. Kt. to B. 3d	K. Kt. tks. K. R. P.
8. P. takes P.	K. B. to Q. Kt. 3d	18. K. Kt. to K. sq.	R. takes P., ch.
9. Q. P. 1	Q. Kt. to K. 2d	19. Kt. takes R.	Q. to K. Kt. 6th
10. K. P. 1 (*a*)	Q. B. to K. Kt. 5th		

And Black wins.

Notes.

(*a*) The advance of this Pawn is a most seductive move, but experience has long shewn that it is not sound. If, indeed, it could be made with safety, the Evans' opening would be almost irresistible.

(*b*) This is the winning move.

Between Mr. Harrwitz (blindfold) and Mr. Lucas, played at the same time with the preceding.

White. (Mr. Harrwitz.)	*Black.* (Mr. Lucas.)	*White.* (Mr. Harrwitz.)	*Black.* (Mr. Lucas.)
1. K. P. 2	K. P. 2	18. Kt. to R. 7th	R. to K. B 2d
2. K. B. P. 2	P. takes P.	19. Q. B.toK.Kt.5th	Q. to Q. 2d
3. K. Kt. to B. 3d	K. Kt. P. 2	20. Q. P. 1	Q. Kt. to K. 4th
4. K. B. to Q.B.4th	K. B. to Kt. 2d	21. B. takes P.	Q. takes Q.
5. Q. P. 2	Q. P. 1	22. P. takes Q.	R. takes B.
6. Castles	Q. Kt. to B. 3d	23. Kt. takes R., ch.	B. takes Kt.
7. Q. B. P. 1	K. R. P. 2	24. R. takes B.	K. Kt. to Kt 3d
8. K. R. P. 2	K. B. P. 1	25. Q. R. to K. B. sq.	K. to K. 2d
9. Q. Kt. to R. 3d	K. Kt. P. 1	26. Kt. to Q. Kt. 5th	Q. B. P. 1
10. K. Kt. to K. sq.	P. to K. B. 6th	27. Kt. to Q. 4th	R. to K. B. sq.
11. P. takes P.	P. takes P.	28. R. takes R.	Kt. takes R.
12. Kt. takes P.	Q. B. to K. Kt. 5th	29. Kt.toK.B.5th,ch	K. takes P.
13. Q. to her Kt. 3d	K. Kt. to K. 2d	30. Kt. to Kt. 7th,ch	K. to K. 2d
14. K.Kt.tohis5th,(*a*	K. R. to B. sq.	31. Kt. tks. R. P.	K. Kt. to his 3d
15. K. B., ch.	K. to Q. 2d	32. Kt. to Kt. 7th	Kt. takes P.
16. B.toK.6th,ch.(*b*)	B. takes B.	33. Kt. checks	Kt. takes Kt.
17. Q. takes B., ch.	K. to his sq.	34. R. takes Kt.	

The game was prolonged for many moves, but finally terminated in White's favour.

Notes.

(*a*) Very prettily conceived. If Black take the Kt., Mate follows in three moves.
(*b*) With the board before him, Mr. Harrwitz would doubtless have preferred playing Kt. to K. sixth.

SOLUTIONS TO PROBLEMS IN No. 18.

No. 69.

White.	*Black.*
1. Q. to K. B. 5th. ch.	K. to Q. 4th
2. Q. takes Kt., ch.	K. to K. 3d (*best*)
3. Q. to Q. 5th, ch.	K. takes Q.
4. Kt. takes P., dis. ch.	K. takes Kt.
5. R. takes Kt., double ch.	K. to Q. B. 5th
6. B. to Q. 5th	

Checkmate.

No. 70.

White.	*Black.*
1. Q. to Q. B. 3d	K. moves
2. Q. to K. Kt. 3d, ch.	,,
3. Q. to K. 3d	

Mate.

No. 71.

White.	*Black.*
1. Q. tks. K. Kt. P., ch.	B. takes Q.
2. B. to K. 8th	P. Q.'s ch. (or A)
3. R. toQ.B.5th,dis.ch.	2 Q. takes B.
4. R. mates	

(A)

	Kt. to K. Kt. 3d
R. takes Kt., double ch.	K. moves
R. to K. B. 6th, double ch.	

Mate.

No. 72.

Black.	*White.*
1. Kt. to Q. B. 6th	K. to Q. 4th
2. K. to Q. 3d	K. to Q. B. 4th
3. Q. to Q. Kt. 6th, ch.	K. moves
4. Q. to Q, 6th	

Mate.

NOTICES TO CORRESPONDENTS.

We beg to acknowledge with becoming thanks the receipt of many rare and beautiful problems from Mr. Kling, Mr. M'G——y, Mr. Medley, Mr. Boden of Hull, Mr. Horwitz, Mr. Harrwitz, and from a legion of anonymous contributors in town and country.

"C. R. L."—Be good enough to oblige us by examining the position again, if you have any doubts. Our time is so completely absorbed at this moment, that it is impossible for us to give to a problem the consideration which it requires.

"J. R E."—It shall be carefully examiued, and reported on shortly.

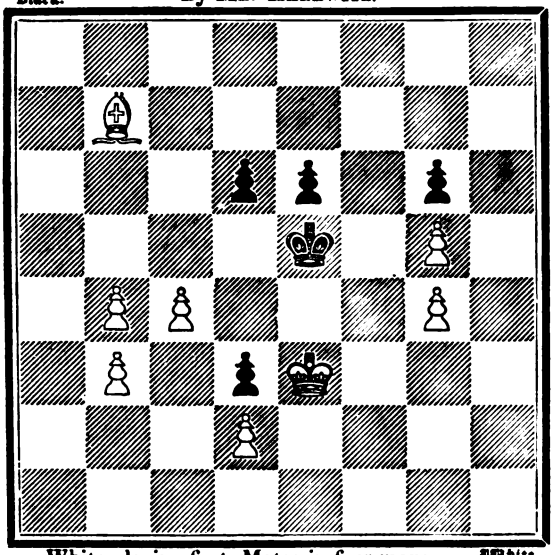
"J. G."—Your emendation appears correct.

"J. D.," Dumfries.—Received, with thanks, and shall appear in an early number.

PROBLEM No. 81.

By Mr. Harrwitz.

Black.



White playing first, Mates in four moves. White.

PROBLEM No. 82.

By the same Author.

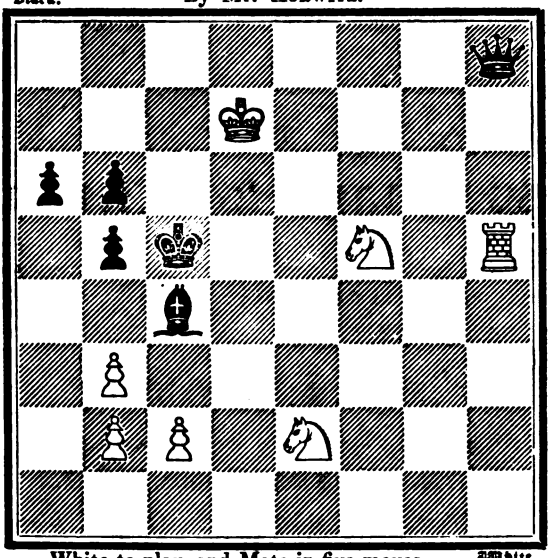
Black.

White to play, and Mate in five moves. White.

PROBLEM No. 83.

By Mr. Horwitz.

Black.



White to play, and Mate in five moves. White.

PROBLEM No. 84.

This position occurred in play.

Black.

White, Mr. V. Carnap, having to play, gave Mate in six moves. White.

THE

Chess Player's Chronicle.

No. 22. NEW SERIES. | SATURDAY, MAY 29, 1847. | PRICE THREE PENCE

CHESS IN YORKSHIRE.

Game played at the Yorkshire Chess Meeting.

Mr. HARRWITZ (Blindfold) against Mr. S. BODEN.

White. (Mr. H.)	*Black.* (Mr. S. B.)	*White.* (Mr. H.)	*Black.* (Mr. S. B.)
1. K. P. 2	K. P. 2	18. Kt. takes P.	Q. R. P. 1
2. K. B. P. 2	Q. P. 2	19. B. to Q. R. 4th	K. to Q. 3d
3. P. takes Q. P.	K. B. to Q. B. 4th	20. Kt. to Q. 4th	Q. B. P. 2
4. K. Kt. to B. 3d	Q. B. to K. Kt. 5th	21. Kt. to K. B. 3d	B. to K. Kt. 6th
5. P. takes P.	Q. takes Q. P.	22. Q. B. to K. 3d	Kt. to Q. 4th
6. Q. Kt. to B. 3d	B. takes Kt.	23. K. to his 2d	R. to Q. Kt. sq.
7. Q. Kt. takes Q.	B. takes Q.	24. B. to Q. B. sq. (*c*	Kt. to Q. Kt. 3d
8. K. takes B. (*a*)	K. to Q. 2d	25. B. to Q. Kt. 3d	R. to K. sq, ch
9. B. to Q. B. 4th	Q. Kt. to B. 3d	26. K. to B. sq.	Q. B. P. 1
10. K. R. to K. sq.	Q. R. to K. sq.	27. K. B. to Q. B. 2d	Kt. to Q. 4th
11. B. to Q. Kt. 5th	B. to Q. 5th	28. Q. B. to Q. 2d	Kt. to K. 6th, ch
12. Q. B. P. 1	B. takes K. P.	29. B. takes Kt.	R. takes B.
13. Q. P. 2	B takes K. R. P.	30. Q. R. to Q. sq. ch	K. to Q. B. 4th
14. R. takes R.	K. takes R.	31. R. to Q. 4th	K. R. P. 2
15. Kt. to Q. Kt. 4th	K. to Q. 2d (*b*)	32. B. to Q. sq.	K. Kt. P. 2
16. P. to Q. 5th	K. Kt. to B. 3d	33. B. to K. 2d	
17. P. takes Kt., ch	Kt. P. takes P.		

And Black resigns.

Notes.

(*a*) It would not have been safe for White to take the Q. B. P. checking, because Black could have escaped with his Bishop, and then have prevented the Kt. from getting away, thus gaining two minor pieces for the Q.'s Rook.

(*b*) An unaccountable slip. He should have moved his King to a Black square.

(*c*) Apparently his best move. If he retired, the other B. Black could have answered with R. to K. sq., winning back a piece; and if R. to Kt. sq., then Kt takes Q. B. P., winning a P. and the exchange.

CHESS IN SCOTLAND.

Game played between GAMMA and DELTA, two of the best players in Dumfrieshire.

White. (Mr. D.)	*Black.* (The Rev. Mr. G.)	*White.* (Mr. D.)	*Black.* (The Rev. Mr. G.)
1. K. P. 2	K. P. 2	10. Q. P. takes B.	P. to K. Kt. 5th
2. K. B. P. 2	P. takes P.	11. Kt. to K. 5th	Q. takes K. P., ch
3. K. B. to Q. B. 4th	Q. ch.	12. K. to R. 2d	K. Kt. to K. 2d
4. K. to B. sq.	K. Kt. P. 2	13. K. R. to K. sq.	Q. to K. B. 4th
5. Q. Kt. to B. 3d	K. B. to Kt. 2d	14. B. takes K. B. P., ch.	K. to Q. sq.
6. K. Kt. P. 1 (*a*)	P. takes P.	15. Q. to her 4th	R. to K. B. sq.
7. K. to Kt. 2d	B. takes Kt. (*b*,	16. Q. B. to K. B. 4th (*d*	R. takes B.
8. K. Kt. to B. 3d.	Q. to K. R. 3d	17. Kt takes R. ch.	Q. takes Kt.
9. P. takes P.	Q. to K. Kt. 3d	18. R. takes Kt.	K. takes R.

And White mates by force in four moves.

Notes.

(*a*) This ingenious but hazardous variation on the Bishop's Gambit we owe to M'Donnell.

(*b*) This is an imprudent move.

(*c*) This also is unadvised, as it enables White to bring his K. R. into immediate co-operation with the other Pieces.

(*d*) The terminating moves of White are very skilfully conceived.

CHESS IN THE METROPOLIS.

Mr. PERIGAL gives the Pawn and two moves to Mr. MEDLEY.

(*Remove Black's K. B. P. from the Board.*)

White. (Mr. M.)	*Black.* (Mr. P.)	*White.* (Mr. M.)	*Black.* (Mr. P.)
1. K. P. 2		15. P. takes P.	Q. Kt. to Q. 2d
2. Q. P. 2	Q. P. 1 (*a*)	16. B. takes Kt. P.	B. to K. 6th ch.
3. K. B. P. 2	K. Kt. to R. 3d	17. K. to R. sq.	Q. B. takes Q. B. P.
4. K. B. to Q. 3d	Q. B. to K. Kt. 5th.	18. B. takes P. ch.	K. to R. sq.
5. K. Kt. to B. 3d	K. P. 1	19. K. R. to K. sq.	R. takes K. Kt.
6. Castles	K. B. to K 2d	20. P. takes R.	Q. to K. Kt. 4th
7. K. B. P. 1	Kt. to K. B. 2d	21. Q. to K. 4th	Q. to K. R. 3d
8. P. takes P. (*b*)	B. takes P.	22. B. to K. B. 5th	B. to Q. 7th
9. K. R. P. 1	Castles	23. R. to K. Kt. sq.	Kt. to Q. Kt. 3d
10. Q. B. P. 2	Q. B. P. 1	24. K. P. 1.	B. to K. Kt. 4th
11. Q. Kt. to B. 3d	Kt. to K. Kt. 4th	25. R. takes B.	Q. takes R.
12. Q. B. takes Kt.	B. takes B.	26. R. to K. Kt. sq.	Q. to K. B. 3d
13. Q. to her B. 2d	K. Kt. P. 1	27. Q. to K. Kt. 4th (*c*	
14. K. P. 1	P. takes P.		

And Black urrenders.

Notes.

(*a*) This move seems to add to the constraint of Black's position.

(*b*) P. to K. R. 3d, we believe to be stronger.

(*c*) The attack is very smartly played by Mr. Medley, who is rapidly taking a prominent rank among our rising Amateurs.

Spirited game between Mr. NORRIS and another AMATEUR.

White. (Mr. N.)	*Black.* (Mr. S.)	*White.* (Mr. N.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	10. P. takes P.	Q. R. to Kt. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	11. Q. R. P. 1.	R. takes Q. Kt P.
3. Q. B. P. 1	K. B. P. 2	12. Q. Kt. to B. 3d	K. R. P. 1
4. Q. P. 2	K. B. P. takes P.	13. B. takes Kt.	Q. takes B.
5. Kt. takes P.	K. Kt. to B. 3d	14. Castles (*a*)	K. P. 1
6. K.B. to Q.Kt. 5th	Q. R. P. 1	15. Q. Kt. to Q. 5th	P. takes P. ch.
7. B. takes Kt.	Q. Kt. P. takes B.	16. K. to R. sq.	Q. to her sq.
8. Q.B. to K. Kt. 5th	P. to Q. B. 4th	17. Q. to her sq. (*b*)	K. R. P. 1
9. Q. to Q. R. 4th	P. takes P.	18. Q. to K. B. 3d	Q. to K. R. 5th

And White forces mate in nine moves.

Notes.

(*a*) White has now an attack which nothing can withstand. If his adversary attempt to prevent the advance of the Q. Kt. to Q. 5th, then the Kt. can take the K. P. and assume an almost equally menacing position.

(*b*) Well played. The battle must be won on the King's side.

NOTICES TO CORRESPONDENTS.

"L'Anonymo"—Is thanked for the suggested correction.

"Delta," Dumfries.—The game alluded to would be very acceptable, from there being so few recorded samples of Mr. D.'s play.

"Junior," Brighton.—We believe you are right.

"A. B. the Younger."—The consultation game in question was began late in the afternoon, and up to the time of its postponement was unquestionably in favour of Messrs. S. and H. Its resumption after a sumptuous dinner was absurd, and the play, under such circumstances, too ridiculous to be recorded.

"J. N. W."—We will examine your amended position. In its former state it was far too simple for publication. The only complete and systematized analysis of the Szen Problem ever published will be given in the forthcoming Handbook, and it is impossible, without some such aid, for the student to master its many difficulties. This key has been furnished by Captain Evans, the inventor of the beautiful Evans' Gambit, and has the merit of being both concise and lucid.

"S. B.," Hull.—Many thanks.

"J. R. C.," Hull.—A private communication has been forwarded.

"Spectator."—The report of the Yorkshire Chess Meeting is sadly abbreviated in the *Illustrated News*. We suppose this to be owing to the hurry and turmoil of Easter week, *as the same report*, verb. et lit., *as that given by us*, was furnished to the Editor.

"Northumbrian."—Such an association of names and things is laughable enough, while we have sterling authors like V. H. De Lasa, Lewis, and Jaenisch.

"B. T."—We have received a copy of M. Alexandre's stupendous compilation of Problems, and shall take occasion hereafter to direct attention to its merits and defects.

W. N T."—Mr. Kenny's useful Manual is obtainable at any bookseller's for one shilling, and will afford you all the information you can need, for the first few months of your noviciate.

"I. O. U."—The annual dinner of the London Chess Club takes place after we go to press, but we hope next week to give a full report.

Erratum.—In Calvi's *Ninth Lesson*, p. 157, at the forty-third opening, for, "The author of this charming opening is Giachimo Greco, *says* Le Calabrois," read, "The author of this charming opening is Giachimo Greco, *called* Le Calabrois."

*** Solutions to Problems in our next.

YORKSHIRE FESTIVAL.

SINCE our last report of this brilliant anniversary, we have been favoured with a more accurate copy of the leading speech of the evening. It was admirably delivered by the Rev. Mr. Garvey, and it will, no doubt, interest many of our readers.

"The graceful and honourable reconciliation which has just taken place, has taken a weight from off my shoulders, and rendered the task which has been entrusted to me, easy of execution. I feel now, in proposing to you the healths of Mr. Staunton and Mons. St. Amant, the Chess Champions of England and France, that I cannot say anything in praise of the latter without adding a fresh leaf to the laurel wreath of his conqueror; nor can I speak in admiration of Mr. Staunton without soothing the feelings of his mighty rival. I am far too great a novice in the noble game to be able to duly appreciate the merits of these 'masters of the mysteries;' but I hope yet to win my spurs, and I hold them, with you, in that respect and estimation which they so well deserve. I am sure, I shall but echo your feelings when I wish that the happy event, by which this meeting has been signalised, may be the fortunate omen of reviving good feelings between our two countries, of a return to that *entente cordiale*, the disruption of which, we all so deeply deplored. You have heard that your sentiments, of which I was, on a former occasion, the permitted organ—sentiments certainly not discreditable to us—have been reported to the King of the French, and you have heard the words—words which do credit to his heart, and to his head—with which he was pleased to notice them. If again I may be allowed to be your interpreter, I would, with all truthful courtesy and proper respect, add further:—

"'Sire, we have many faults—we English! yet a lust for political aggrandizement is not one of them; nor is an European domination the day-dream of British statesmen, or the cherished folly of the English people. Ours is a holier and a happier mission; we deem it our birthright, and our behest, to raise, bright and burning, the torch of freedom aloft among the nations, that all may be gladdened by its influence, and eventually enlightened by its ray. For this purpose, we desire—nay, we covet, an honourable and a lasting peace, not for the benefit of ourselves alone, but for the good of all; and, Sire, we think that if by the interchange of good offices, by the interweaving of our commercial policies, by mutual sympathies, and mutual benefits; we could bridge over La Manche and the Rhine—if the good sense and high moral feeling of England, France, and honest Germany—whose motto is *Treu und Fest*—could so prevail as to render it impossible, because suicidal, for any administration to entertain the question of war with their brethren—we should reap the greatest benefits to society, and commence a new chapter in the history of the world. The glare and glitter that now add such a seducing lustre to the pomp and circumstance of war, would grow pale before the mild and refulgent beams of peace. Statesmen, and the princes of the earth, would find war as absurd a method of redressing wrongs, as the wager of battle between individuals is now held to be. Liberty, that plant of tender growth, would commence to shoot rapidly. Slavery, whether of the white or black man, would be swept away. Art and science would flourish. Truth, justice, and charity would become the rule of the nations; and human nature, elevated by freedom, refined by education, softened by philanthropy, and purified by the then more active energies of Christianity, would approximate to that primæval majesty with which it was endowed by the great Creator.' Thus, with all due humility, would I reply to the gracious remarks of the great King of the French. Nor let us be deemed quixotic; the genius of the age in which we live forbids us to despair. We have seen the untiring perseverance of one man blot out from the Statute Book the disabilities which pressed upon his co-religionists. We have seen the indomitable energy, the unswerving faithfulness of purpose of another, overcome all opposition, and break down a barrier of interest and prejudice, appalling to a less devoted champion, when he set free the commerce of the country. Nor can it be, that our efforts in the noble cause of peace shall fail, if boldly used on all suitable occasions. But though I desire peace, and that no blood may be shed at our meetings but the blood of the grape, yet I wish for all honourable rivalry between us, and over Caissa's dominions a perpetual conflict; nor could I wish these gallant knights to ratify their league of amity by a nobler sacrifice than the commencement of a new campaign. Both are anxious, and eager for the fray; the one is burning to redress the mischance of fortune, the other urgent to reassert his superiority: to the former I would say,

"'A qui venge sa gloire, il n'est rien d' impossible
Son bras est invaincu, mais non pas invincible.'

to the latter.

"'Upon him bravely, do your worst;
And foul fall him that blenches first.'

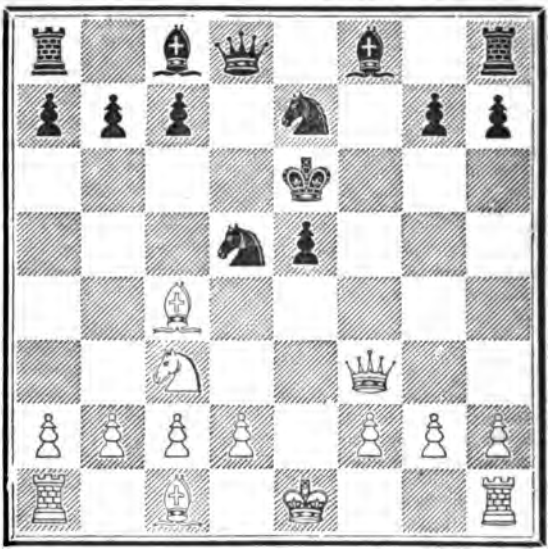
"I give you the health of Mr. Staunton," &c.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 158.)

Variation from White's Ninth move.

White.	*Black.*
9. Q. P. 2 sq	Q. B. P. 1 sq.
10. QBtoKKt5th	K. R. P. 1 sq.



Black could also play his Q. Kt. P. 2. sq.; or take Pawn with Pawn, or move his Queen to her third.

If he play the Q. Kt. P. two squares:—

K.B.tks.Kt.,ch	P. takes B.
P. takes P.	Q. B. to Kt. 2d
Castles on Q.'s side	Q. R. to Q. B.
K. R. to K.	K. R. P. 1 sq.
B. to K. R. 4th	K. R. P. 1 sq.
K. Kt. P. 2 sq.	K. Kt. P. 1 sq.
Q.toKB6th,ch.	K. to Q. 2d
K P. 1., ch.	K. to B. 3d

Kt. takes Q. P., and your game is better.

If he take Pawn with Pawn:—

Castles Q. R.	P. takes Kt.

K. R. to K., ch., and you will win the game.

Lastly, if he play Q. to her third:—

White.	*Black.*
Castles on Q.'s side	Q. Kt. P. 2 sq.
K. B. to Q. Kt. 3d	K. B. to Kt. 2d
P. takes P.	Q. to Q. B. 4th
Q. to Kt. 4th, ch.	K. to B. 2d
K. P. 1, ch.	K to Kt.
Q. to K. B. 3d	K. R. P. 1
Kt. to K. 4th	Q. to her Kt.'s 5th
Q. R. P. 1 sq.	Q. to R.'s 4th

You can mate in a few moves.

11. Q. B. takes Kt.	K. B. takes B.
12. Castles on Q's side.	K. R. to B.
13. Q. to K. 4th	K. to K. B. 2d
14. Kt. takes Kt.	P. takes Kt.
15. B. tks. P., ch.	K. to his sq.

Had Black moved his Q. B. to K. 3d, you should check with Queen at K. B fifth.

16. QtoKKt6thch	K. to Q. 2d
17. P. takes P.	

In this position, you can win by force.

Forty-fourth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2 sq.
2. K. B. to Q. B. 4th	K. Kt. to B. 3d
3. Q. P. 1 sq.	Q. P. 2 sq.
4. P. takes P.	Kt. takes P.
5. Q. to K. 2d	K. B. P. 1 sq.

Yours is a good attacking move.

6. K. B. P. 2 sq	Q. Kt. to B. 3d
7. K Kt. to B. 3d	Q. B. to K. Kt. 5th
8. Q. to K. 4th	K. Kt. to Q. Kt. 3d
9. P. takes P.	B. takes Kt.
10. P. takes B.	P. takes P.
11. K. B. to Q. Kt 5th	Q. to her 4th

Your game is to be preferred.

Forty-fifth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	K. Kt. to B. 3d
3. Q. to K. 2d	K. B. to Q. B. 4th
4. K. B. P. 2 sq.	P. takes P.

Black should have taken the Q. Kt. (See Lopez Gambit, page 93, *et infra.*)

5. K. Kt. to B. 3d	Castles.
6. Q. P. 2 sq.	

Your position is much better than that of your adversary's.

Forty-sixth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K.B.toQ.B.4th	K. Kt. to B. 3d
3. K. Kt. to B 3d	Kt. takes P.

Your move of K. Kt. to B. 3d, is not the correct one. We have seen in the Forty-first and Forty-second Openings, that the Q. Pawn two squares is the right play.

4. Kt. takes P.	Q. P. 2 sq.
5. K. B. to Kt. 3d	Q. to K. 2d.
6. Q. P. 2 sq.	K. B. P. 1 sq.
7. Q.toKR. 5th,ch	K. Kt. P. 1 sq.
8. Kt. takes P.	P. takes Kt.
9. Q. takes R.	Kt.tohis6th,dis. ch.

Black has the better game.

Forty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2 sq.
2. K. B.toQ.B.4th	K. Kt. to B. 3d
3. K. Kt. to B. 3d	Q. to K. 2d

Black, instead of playing Q. to K. 2d, should have taken the Pawn with the Kt., as shewn in the preceding opening.

4. K.Kt.to his 5th	Q. P. 2 sq.
5. P. takes P.	Kt. takes P.
6. B. takes Kt.	Q. takes Kt.
7 Q. to B. 3d	

You will win a Pawn, still preserving a good position.

Forty-eighth Opening.

White.	*Black.*
1. K. P. 2. sq.	K. P. 2. sq.
2. K. B.toQ.B.4th	K. Kt. to B. 3d
3. K. Kt. to B. 3d	K. B. to Q. 3d

Black's move is very bad.

4. Q. P. 2 sq.	K. Kt. takes P.
5. P. takes P.	K. B. to Q. B. 4th
6. Q. to her 5th	K. B.tks.K.B.P.,ch

Black, to avoid a mate, is forced to lose a piece.

Forty-ninth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B.toQ.B.4th	K. Kt. to B. 3d
3. K. Kt. to B. 3d	Q. P. 1 sq.
4. K.Kt to his 5th	Q. B. to K. 3d
5. Kt. takes B.	P. takes Kt.

You prefer taking with the Kt. to preserve your K. B., which prevents Black from castling.

6. B. takes P.	Kt. takes P.
7 B. to Q. 5th	K. Kt. to Q.B.4th
8. Q. to K. B. 3d	Q. to B.

Your move is a very good one.

After checking with the Queen at K. B. 7th, you can push on the Queen's Pawn two squares to free your Q. B., which, in a few moves, will lead to your winning the game.

End of Ninth Lesson.

SOLUTIONS TO CALVI'S PROBLEMS. (See page 141).

No. 15.

White.	*Black.*
1. Kt. takes R. P., ch.	K. to R. 2d
2. Kt. to B. 7th, ch.	K. to Kt.
3. Q. to K. Kt. 6th	Q. takes Kt.
4. Q. to R. 7th	

Mate.

No. 16.

White.	*Black.*
1. Q. tks. B. P., ch.	K. to R. *
2. R. to K. 8th	R. takes R.
3. R. takes R.	Q. takes R.
4. Q. takes Kt. P	

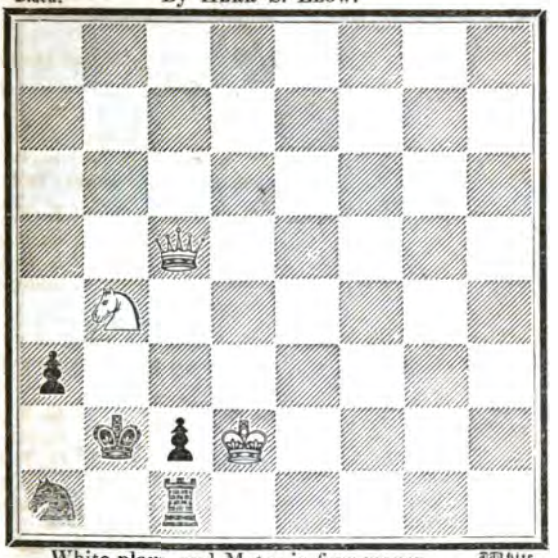
Mate.

* If Black had taken Q. with Q., he would have been checkmated in three moves.

PROBLEM No. 85.

By Herr S. Leow.*

Black.



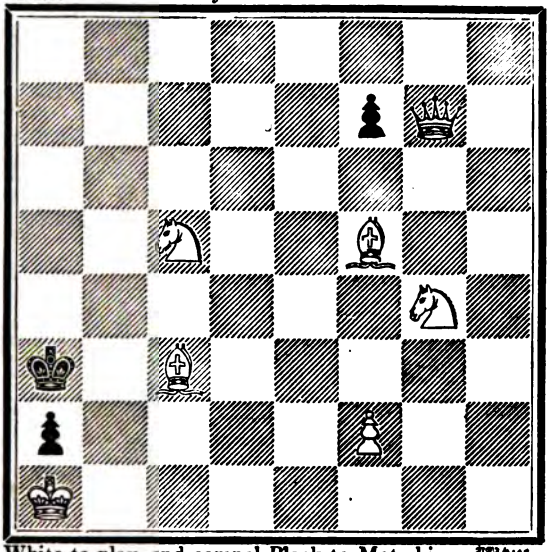
White plays, and Mates in four moves. White.

* From the Berlin Schachzeitung.

PROBLEM No. 86.

By Mr. Norris.

Black.

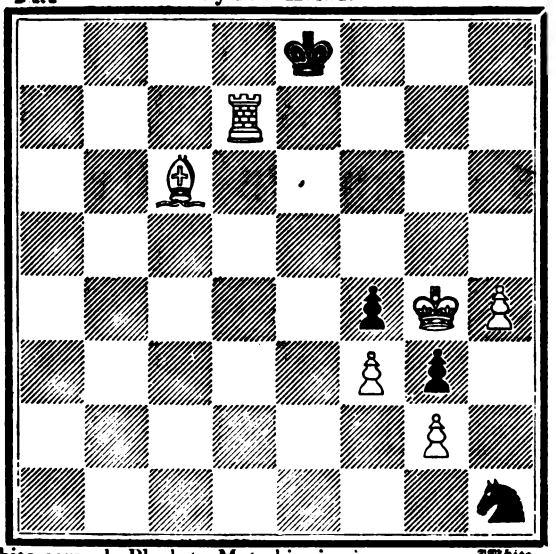


White to play, and compel Black to Mate him in seven moves. White.

PROBLEM No. 87.

By Mr. Kling.

Black

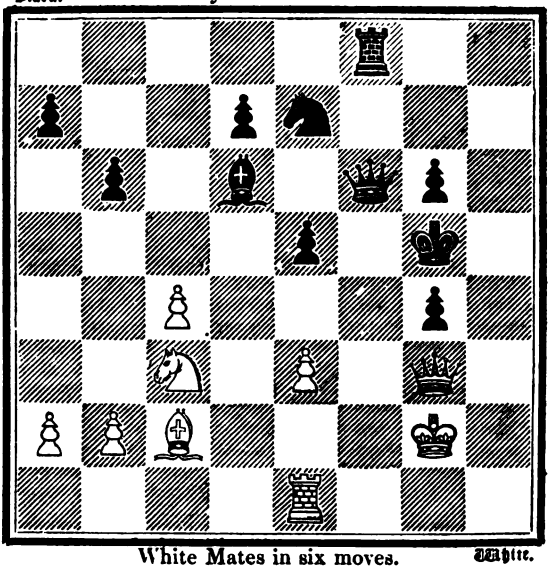


White compels Black to Mate him in six moves. White.

PROBLEM No. 88.

By Mr. Medley.

Black.



White Mates in six moves. White.

THE

Chess Player's Chronicle.

No. 23. NEW SERIES. | SATURDAY, JUNE 5, 1847. | PRICE THREE PENCE

ANNIVERSARY FESTIVAL OF THE LONDON CHESS CLUB.

(From a Correspondent.)

The Committee of this old established society gave their annual hospitable entertainment to the members and friends of the club, on Wednesday evening, at the George and Vulture Hotel, Cornhill. Invitations to the number of one hundred had been issued, and we believe about eighty lovers of the noble game assembled to do honour to the occasion. Among these we recognised nearly all the leading members of the club, and a majority of the most distinguished players of the day, including Messrs. Mongredien, (the President of the Club,) Perigal, (Hon. Secretary,) Yates, Alsager, W. and A. Pulling, Lonsdale, Brady, Worrell, Staudigl, Staunton, Catherwood, St. Amant, (the leading French player.) Montefiore, Horwitz, Harrwitz, Kenny, Von Carnap, Catley, Alexandre, Williams of Bristol, Jones, Ries, Mark, Kenrick, Cohen, Medley, Frost, (President of the Hull Club,) Anderson, (from New York,) M'Gahey, Tindal Atkinson, Rowland, &c. &c. Mr. Douglas Jerrold had been confidently expected to be present, but the pressure of unavoidable business deprived the expectant visitors of his wished for company. The dinner, which, with the wines, was of the first quality, commenced about seven o'clock, the chair being occupied by Mr. Mongredien, while Messrs. G. Perigal, Fraser, and Lonsdale, officiated as Vice Presidents.

Upon the withdrawal of the cloth, "Non Nobis Domine" was sung in excellent style by Messrs. Kenny, F. Smith, &c. The Chairman then appropriately proposed, "The Queen," which with the succeeding toast of "Prince Albert and the rest of the Royal Family," was received with unqualified enthusiasm. Glee, "Here's a health to the Queen and the Prince." Upon the conclusion of this beautiful glee, the President rose for the purpose of introducing the toast of the evening, "Prosperity to the London Chess Club," which was welcomed with uproarious cheers. In the course of his able address, he took occasion to remark, that the club was in the proud position that evening of forming the nucleus, round which rallied most of the great notabilities of chess. (Cheers.) It was a still more gratifying feature of the evening's entertainment that the learned professions and the fine arts, of painting and music, had each their representative. (Applause.) If Chess could not be called the most amusing of sciences, it was at least the most instructive of scientific amusements (applause); and not among the least of its moral and corrective influences was the fact, that in the assemblage of its amateurs in festive meetings like the present, temporary irritation, nay the feuds of years, became absorbed in the generous and joyous hospitality of the occasion, and were at once and for ever forgotten. (Immense applause.) It was scarcely necessary now to allude to the pleasurable circumstances attending the late great Chess Gathering in Yorkshire, where it was not more hoped than believed that the basis was laid for one of the most important and exciting matches ever

played; (This intimation of the prospect of another struggle between the two leading Champions of Great Britain and France was received with most rapturous and long-continued cheering) and the respective representatives of England and France who were then present (great cheering) he trusted would agree, without loss of time, upon the terms of a contest replete with great and lasting glory to them, and of exhaustless interest to the chess community at large. (Tumultuous cheering.) Without longer trespassing upon their indulgence, he would propose "The London Chess Club." (The toast was responded to with three times three cheers, and great applause,)

Mr. Perigal, in proposing "Prosperity and Permanence to Chess Clubs all over the World," said,—in doing honour to the distinguished continental chess players present, Messrs. St. Amant, Horwitz, Harrwitz, Staudigl, and Alexandre, the toast naturally coupled itself with the name of the principal foreign chess player present, M. St. Amant (loud cheering); and he was sure the meeting would pay to all the honour merited. (Great applause.)

M. St. Amant, who was received with reiterated cheers, acknowledged in French, and in elegant and appropriate language, the honour which had been done him, and the delight he experienced on all occasions in participating in the enjoyments of these fraternal banquets among the chess players of Great Britain. He expressed, in brief but general terms, his readiness to engage in another match with any one; and spoke becomingly of his confidence in his own powers.

At the conclusion of his very brilliant address, which we hope hereafter to give entire, he was again greeted with a renewal of the applause which had welcomed him on rising, in the midst of which he resumed his seat.

At the call of the Chairman, Mr. Alexander Pulling then rose to propose the next toast of the evening—"Mr. Staunton and Chess Literature." He hailed with delight the fact, that chess had a literature, because that circumstance alone constituted a healthy symptom of the state and progress of civilization. (Great applause.) He had then the gratification of seeing before him two gentlemen, both highly distinguished for their exertions, not only in the practice but in the theory of the game. Of one of these eminent belligerents, their own countryman, Mr. Staunton (enthusiastic applause), it was an act only of simple justice, and one acknowledged by all who knew him, to say, that he had brought to the study and practice of chess, powers of mind so varied, and an intellect so cultivated, as would have insured him the topmost rank in any pursuit to which he might have devoted his energies. (Loud cheering.) After some able observations upon the influence of chess upon the intellectual character, Mr. Pulling concluded by proposing "the health of Mr. Staunton, and success to the literature of chess."

The toast was drunk with "three times three and one cheer more," and followed by "The Wanderer," which was exquisitely sung by Herr Staudigl, and produced a perfect torrent of applause.

In acknowledging the honour conferred on him by such a reception of the toast, Mr. Staunton regretted he was not endowed with that spontaneous eloquence which was alike the province and the power of his learned friend,—possessing that, he might hope to express in something like appropriate terms the sentiments of grateful pride with which he accepted the generous compliment they had bestowed. In that case, he would have ventured to expatiate in glowing terms upon the harmless and delightful recreation which they had that day met together to commemorate. He would have done a right too long neglected; and regardless of the mere mythology of chess, leaving Caissa and her nymphs to the poetasters of the game, he would have parodied the benison of Sancho Panza, and invoked "blessings on the man who first invented chess." (Loud cheering.) With the capabilities of the gentleman who had last addressed them, he should have been tempted to call for honours to that great and far-seeing intellect which had given to us a pastime so unexceptionable and catholic, that the whole world might participate in its enjoyments (great applause)—a recreation which forms a ligament of union between the prince and the poor man, the wise and the unlearned, and the old and the young. (Cheers.) Yes, honours too long delayed, but richly merited, to the memory of that great magician, who in the invention of chess had devised a spell potent enough to call together in convivial brotherhood so many intellectual spirits as those now around him! (Applause.) But lacking the powers of his friend, he must be satisfied to leave these subjects for abler hands, contenting himself by acknowledging, in the simplest phraseology of such occasions, his profound obligations

for the flattering honour they had done him. (Loud cheering.) Before resuming his seat, however, he was desirous of directing their attention to the name of one, a veteran in the cause, whose absence was greatly deplored; of one to whom every chess player then assembled, nay, every chess player in the country, was under obligations,—he alluded to Mr. Lewis. (Tremendous applause.) Mr. Lewis was one of the pioneers in the literature of chess. (Cheers.) He commenced his labours when little assistance was attainable from either contemporaries or predecessors in his own language, and he had to seek it from the suggestive but imperfect productions of other nations. It was unnecessary to particularise the works for which we were indebted to Mr. Lewis; every skilful practitioner knew them, and the inexperienced would soon find the necessity of becoming acquainted with them also. He would bestow no more of his tediousness upon them, therefore, but propose with cordiality "The health of Mr. Lewis." The toast was drunk with unanimous acclamation. Mr. Moody here sang a comic song, on "Jenny Lind," which elicited great laughter.

Mr. Alsager, one of the oldest members of the club, in a brief but effective speech, proposed "The health of Mr. G. Walker," (great applause). Mr. Walker's services in the cause of Chess, were known and appreciated wherever the game was known; and it must be a source of pleasure to all there, as it was to him, to see Mr. Walker among them. He had been too long absent. For seven years he had deserted the club, but having now rejoined it, he trusted he would not give occasion for reproof in future, but would resume his visits as of yore. (The toast was received with hearty applause, and drunk with three times three cheers.)

Mr. George Walker returned thanks. The pleasure he felt at the kind compliment paid him was enhanced by Mr. Alsager's reproof. A loving father alone chastens his child; while an indifferent parent cares not what becomes of him. It was true that for nearly ten years he had not visited the club, but no blame could attach to him on that account. He had never run from the good ship; never deserted his colours; but had been as an officer detached on an expedition, planting the Chess flag in remote regions, and working hard to establish a west-end club (applause). He could not be in two places at once, like the president, who so ably kept alive the cause both in the clubs of Liverpool and London (laughter and cheers). He could not understand it, and looked upon Mr. Mongredien almost with fear. He was always in the Liverpool Club, and always in the London Club. The Irishman said a man could not be in two places at once, barring he was a bird or a fish; but he should have said, "barring he was a Mongredien." If he were told at this moment Mr. Mongredien, now before them, apparently in the chair, was taking the chair at a dinner of the Liverpool Club also, he would believe it. But it should never happen again, that Mr. Walker would give Mr. Alsager cause to repeat his admonishment. He trusted to join the club shortly *en permanence*, and never again leave it. He had heard previous speakers with great satisfaction. One remark of Mr. Staunton's had especially pleased him. Mr. Walker fully agreed in Mr. Staunton's remarks about originality in writers. Let all works be compared together, and each writer awarded his just meed of praise (hear, hear). The public were competent judges. All new writers who entered the field had an easier task to work out than their predecessors. They found the piles driven, the foundations of the building formed, while they had only to add fancy work to suit different tastes. Let all new writers be tried by the test of dates and comparison. The newer the writer, the easier his labour, having now such excellent ground to build upon. Mr. Walker was glad to meet so many friends, all high in Chess. They should remember responsibilities, and extend chess, especially among the poor. They should form working men's chess clubs. The true way to advance the morals of the masses, was to give them rational amusement. Brougham said the other night in the Lords, that the greatest obstacle to teaching the adult was sleep. A labourer who has worked hard all day, goes to sleep in the evening over a lecture or a book. Give that man a chess-board then to keep him awake (laughter). Strengthen the mind, call into action and energy the thinking powers, through chess, and the mind will instruct itself in other matters. This theory holds good to a larger extent than is supposed. He (Mr. Walker) had played chess with men of every rank, with persons of all climes, sorts, and conditions; but the game he took most delight in, was one he once played with a poor ploughman in Northamptonshire, just returned to the farm after a hard day's work. He (Mr. W.) said to the farmer, "This must be a good servant of yours." "Ay," said the farmer, "better than any other two I have got" (loud cheers). After this speech, Messrs. Kenny and F. Smith sang with spirit, the grand duett from "William Tell."

Mr. Tindal Atkinson then gave "The Visitors," and, in a speech remarkable for power and beauty, dwelt upon the peculiar claims which each had upon their consideration. His happy allusion to the varied excellences of the great basso, Staudigl, and that generous disregard of self which had prompted him to come among them, unfettered by professional restraint, delighting and astonishing them by turns, drew down a hurricane of applause. He skilfully touched upon the professional excellences of Mr. Horwitz, the extraordinary faculty for blindfold chess possessed by Mr. Harrwitz, and, with great feeling, drew attention to the veteran, Alexandre, whose long, long life had been a battle for the cause of chess. Upon the conclusion of his address, which was repeatedly interrupted by the cheers of the assembly, Mr. Atkinson was greeted with enthusiastic plaudits.

Herr Staudigl returned thanks on his own behalf, by singing a celebrated German drinking song, (composed by himself) in a style which absolutely electrified the company, who rose *en masse* at its conclusion, and cheered him to his seat.

M. St. Amant, briefly but eloquently, proposed "Prosperity to the Yorkshire Chess Association," coupling with it, "the health of the founder, Mr. Rhodes of Leeds." (The toast was drunk with acclamations.)

Mr. Frost of Hull replied, and, in a speech of great ability, expatiated on the advantages accruing to chess from the annual assemblage of its amateurs at meetings like those of the Yorkshire Chess Association. He begged to remind the present meeting that the next festival of the Yorkshire clubs would be held at Halifax in May 1848, and he could assure to all who heard him, and intended to be present, a most cordial welcome. (Loud cheers.)

The health of the Chairman, Mr. Mongredien, was then drunk amid vociferous acclamations. In acknowledging the compliment, Mr. Mongredien proposed Mr. Perigal, their Honorary Secretary, a gentleman to whom the club was under infinite obligations. "*L'etat, c'est moi,*" said Louis the XIV.; so with more truth might Mr. Perigal, on many occasions, have exclaimed, "The London Chess Club, I am the Club!" For more than once the club would have sunk to nothing, but for the energy and devotion of its indefatigable Secretary. "The health of Mr. Perigal" was responded to in a manner which must have shewn him that his manifold services to the Club were not unappreciated by his brother players. Mr. Perigal returned thanks, and, with much humour, dilated upon the present flourishing position of the Club, not so much with respect to numbers, as to the state of its finances; and he would avail himself of the present occasion to add to the numerical strength of the Club, by proposing the election of two more honorary members, Mr. Harrwitz and Captain Evans, the originator of the Evans's Gambit. (Great applause.)

Several other toasts were drunk, and many exquisite songs and glees diversified the proceedings. At twelve o'clock the president gave permission for the introduction of "cigars and coffee," and the festivities of this delightful meeting were not concluded till an early hour in the morning.

NOTICES TO CORRESPONDENTS.

"M. T. S. R."—1. The Problems are left entirely in the hands of the composers; and even to them, accustomed to detect a flaw at a glance, you see the difficulty of avoiding mistakes. The public at large have no conception of the time and mental labour required for producing a really beautiful problem.—2. The provincial player mentioned would have no kind of chance in a set match with St. Amant, or Horwitz, or Harrwitz, or Kieseritzkij.—3. Mr. M. of the London club is a rapidly improving player.—4. Your emendations appear to be perfectly sound.

"J. A. T."—The subscription to the chess club at Brighton is only one guinea per annum; and occasional residents, if properly approved of by the council, may be admitted on the trifling payment of 5s. per month—but for one month only. The club room is now on the Pier Esplanade.

"I. K."—1. The game has several points of interest, and is full of promise of future excellence, but it wants stamina, neither party apparently knowing how to hold an advantage when it is in his power.—2. In your problem the board is unnecessarily crowded, and it is not at all clear that mate can be given in three or even five moves, if Black when checked by the Kt. play his King to Q. R. 2d. Look at the position again.

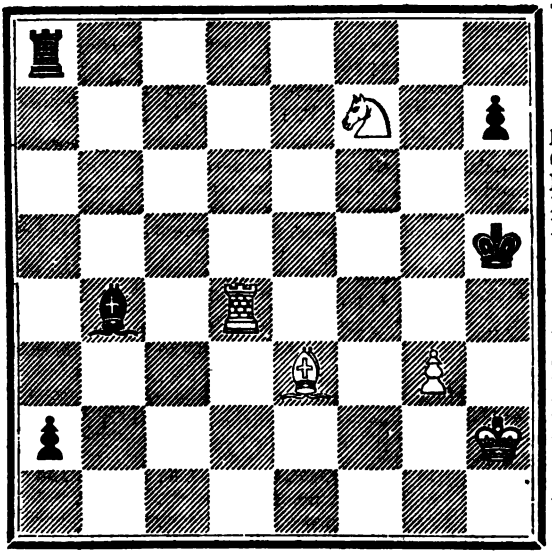
"C. E.," St. Ives.—Your solution of the famous Indian problem is the true one. We will mention the want of punctuality of which you complain, and have no doubt it will be remedied.

"C. R. L."—Your very interesting communication on the subject of the chess-men, recently made from the original beam of Caxton's house in the Almonry, Westminster, shall appear next week.

CALVI'S ELEMENTARY LESSONS.

(*Continued from p.* 172.)

PROBLEM No. 19.



White to Mate in three moves.

CALVI.

PROBLEM No. 20.

White.
K. on his B.'s sq.
Q. on Q. Kt.'s 2d
Kt. on K. Kt.'s 4th
Kt. on K. B.'s 5th
P. on K. R.'s 6th

Black.
K. on K. Kt.'s sq.
Q. on Q. Kt.'s sq.
R. on K. B.'s sq.
Kt. on K.'s 3d
Pawns on K. B.'s 2d, Q. Kt.'s 5th, and Q. B.'s fifth.

White to Mate in 3 moves.

TENTH LESSON.

First Section.—K. B. at second move.

Fiftieth Opening.

White.	*Black.*
1. K. P. 2. sq.	K. P. 2. sq.
2. K.B.to Q.B.4th	Q. B. P. 1 sq.

Black plays this Pawn to enable him to push on the Queen's Pawn two squares, attacking or masking your Bishop. This move is bad; it confines his Queen's Knight, and gives you time to improve your game.

3. Q. to K. 2d	K. B. to Q. B. 4th

By bringing out your Queen to this square, you prevent Black from playing his Q. P. 2 sq. In this position, this is the best move you can make.

Black's move is bad.

4. KB.tksK.BP,ch	K. takes B.
5. Q.toQ.B.4th,ch	Q. P. 2 sq.
6. Q. takes B.	P. takes P.
7. Q.toQ.B.4th,ch	Q. B. to K. 3d

If, instead of checking at Q. B. 4th, you had taken the K. P. with the Queen, your adversary would have preserved the Pawn on King's 5th, which would have hindered the bringing out of your pieces.

8. Q. tks. dbled. P.	

You have a good position, and a Pawn more than your adversary has.

Fifty-first Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K.B.toQ.B.4th	Q. B. P. 1 sq.
3. Q. to K. 2d	Q. to K. Kt. 4th

Black, by this mode of play, exposes

his Queen to an attack, which will lose him many moves.

4. K. Kt. to B. 3d	Q. takes Kt. P.
5. KB.tksKBP,ch	K. to his 2d

Black would have lost his Queen had he taken the Bishop.

6. K. R. to Kt.	Q. to R. 6th
7. Q. P. 2 sq.	

Your game is to be preferred.

This opening, shewn by Ponziani in his second opening, has been ably analyzed by Lewis in his excellent "Treatise on Chess."

Fifty-second Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. toQ.B4th	Q. B. P. 1 sq.
3. Q. to K. 2d	K. Kt. to B. 3d
4. K. B. P. 2 sq.	K. B. to Q. B. 4th
5. P. takes P.	B. takes Kt.
6. R. takes B.	Q. P. 2 sq.
7. P. takes P., *en passant.*	

Your position being so much superior, we need not continue this opening.

Fifty-third Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K.B.toQ.B.4th	Q. B. P. 1 sq.
3. Q. to K. 2d	Q. P. 1 sq.
4. Q. B. P. 1 sq.	K. B. P. 2 sq.

Your move of the Q. B. Pawn, is bad. You neither open your game nor attack any of your adversary's pieces, and you give him time to take up the offensive.

You should have played the K. B. P. two squares.

5. Q. P. 1.	K. Kt. to B. 3d
6. P. takes P.	B. takes P.
7. Q. P. 1	K. P. 1
8. Q.B.toK.Kt5th	Q. P 1
9. K.B.toQ.Kt.3d	K. B. to K. 3d
10. Q. Kt. to Q. 2d	Q. Kt to Q. 2d

Black's game is better than yours; he can, by castling, bring his Rooks into play; but, by pushing the K. B. Pawn 1 sq., you equalize the game; for, if your adversary should take it with his Pawn, you retake with Kt, and if he do not take it, you will exchange Pawns.

Fifty-fourth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B.toQ.B.4th	Q. B. P. 1 sq.
3. Q. P. 1	K. B. P. 2 sq.

This opening of Cozio's is very instructive and interesting.

The best mode of commencing the attack is to play the Q. to K. 2d, as we have seen in the four preceding openings. The Q.'s P. moved two squares may, however, also be played; but Q. P. 1 square only, gives your adversary an opportunity of opening his game, and allows him the choice of his move.

4. Q.toK.R5th,ch	K. Kt. P. 1

Before giving check to the Queen, it would have been better to have taken the K. Kt. with your Bishop.

5. Q. to K. 2d	K. Kt. to B. 3d
6. P. takes P.	Q. P. 2 sq.
7. Q. tks. K.P.,ch.	K. to B. 2d
8. P. takes P., ch.	P. takes P.
9. K.B.to Q.Kt.3d	KBtoQ.Kt.5th,ch.

Move as you will, you lose the Queen for a Rook.

Fifty-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2. sq.
2. K.B.toQ.B.4th	Q. B. P. 1 sq
3. Q. P. 2 sq	Q. to K. 2d
4. Q. P. 1 sq.	Q. P. 1 sq.

Your move is badly played. You confine the range of your K.'s B., which is the best attacking piece at the commencement of the game. Instead of this move, you should have brought out your Q.'s Kt. to B.'s 3d; Black would have taken Q. P. with his Pawn; and you, by castling, would preserve a superior position.

5. Q. to K. 2d	K B. P. 2 sq.

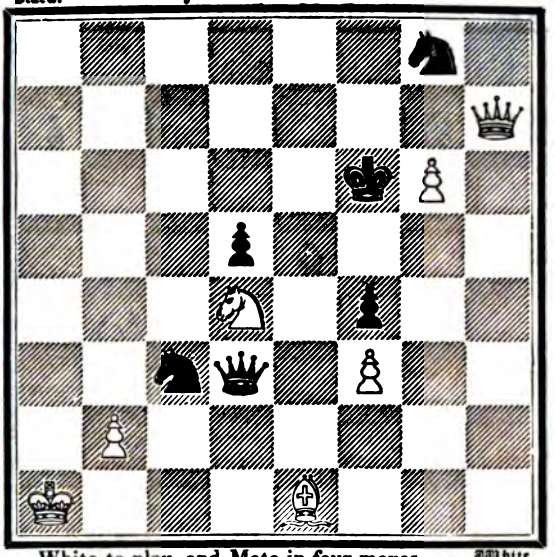
Q. to K. 2d is a useless move in this position.

6. Q. Kt. to B. 3d	K. Kt. to B. 3d
7. QB.toK.Kt.5th	K. R. P. 1 sq.

PROBLEM No. 89.

By O. V. Oppen.*

Black.



White to play, and Mate in four moves. White.

* From the Berlin Schachzeitung.

PROBLEM No. 90.

This ingeniously suicidal stratagem is by Herr Kling.

Black.

White to play, and compel Black to Mate him in six moves. White.

PROBLEM No. 91.

By Mr. Clare.

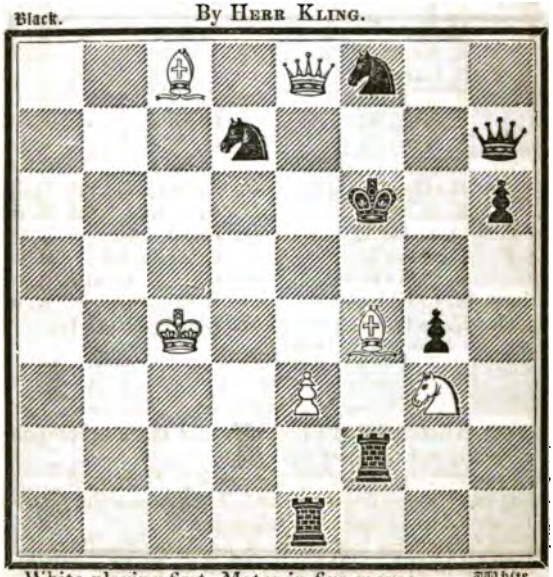
Black.

White plays first, and Mates in seven moves. White.

PROBLEM No. 92.

By Herr Kling.

Black.



White playing first, Mates in five moves. White.

THE

Chess Player's Chronicle.

No. 24. NEW SERIES. | SATURDAY, JUNE 12, 1847. | PRICE THREE PENCE.

Game played between M. St. Amant and Mr. G. Medley,—M. St. Amant, giving the odds of his Q.'s Kt.

(Remove White's Q. Kt. from the board.)

White. (M. St. Amant.)	*Black.* (Mr. Medley.)	*White.* (M. St. Amant.)	*Black.* (Mr. Medley.)
1. K. P. 2	K. P. 2	27. B. takes R.	K. takes Q. B.
2. K. B. to Q. B. 4th	K. Kt. to B. 3d	28. R. to K. Kt. sq.	Q. Kt. to K. 4th
3. K. Kt. to B. 3d	K. Kt. takes P.	29. R. takes P.	K. Kt. to B. 3d
4. Q. P. 1	K. Kt. to B. 3d	30. B. to Q. Kt. 3d	Q. Kt. P. 1
5. K. Kt. takes P.	Q. P. 2	31. B. to Q. sq.	Q. R. P. 2
6. K. B. to Q. Kt. 3d	K. B. to Q. 3d	32. Q. R. P. 2	R. to K. R. sq.
7. Q. P. 1	Q. Kt. to B. 3d	33. B to K. 2d	R. to K. R. 5th
8. K. B. P. 2	Castles	34. R. to Q. Kt. 7th	K. to Q. B. 3d
9. Castles	Q. B. to K. B. 4th	35. R. to Q. Kt. 8th	R. to K. 5th
10. Q. B. P. 1	Q. Kt. to K. 2d	36. B. to K. B. sq.	R. to K. 8th
11. K. R. P. 1	K. R. P. 1	37. B. to K. Kt. 2d, ch.	K. to Q. B. 4th
12. Q. to K. 2d	Q. B. P. 2	38. Q. Kt. P. 2, ch.	P. takes P.
13. K. Kt. P. 2	Q. B. to K. 5th	39. P. takes P., ch.	K. to Q. B. 5th
14. K. Kt. P. 1	K. Kt. to R. 2d	40. R. takes P.	K. Kt. to Q. 2d
15. P. tks. Q. B. P.	B. takes P., ch.	41. R. to Q. Kt. 7th	R. to Q. Kt. 8th
16. K. to R. 2d	K. B. P. 1 (*a*)	42. R. to Q. B. 7th, ch.	K. to Q. Kt. 6th (*d*)
17. Q. takes B.	P. takes Kt.	43. Q. R. P. 1	K. to Q. R. 4th
18. Q. takes K. P.	P. takes P.	44. Q. R. P. 1	K. Kt. to Q. Kt. 3d
19. Q. B. to Q. 2d	P. takes P. (*b*)	45. Q. R. P. 1	R. to Q. Kt. 7th
20. R. to K. Kt. sq.	B. takes R., ch. (*c*)	46. R. to Q. Kt. 7th	Q. Kt. to Q. B. 5th
21. R. takes B.	K. R. to B. 2d	47. R. to Q. Kt. 8th	R. takes P.
22. Q. B. takes P.	Q. Kt. to Q. B. 3d	48. B. to Q. 5th	R. to Q. Kt. 7th, ch
23. Q. takes Q. P.	Q. takes Q.	49. K. to Kt. 3d	R. to Q. Kt. 6th, ch.
24. B. takes Q.	K. to K. B. sq.	50. K. to K. R. 4th	R. to Q. R. 6th
25. Q. B. to Q. 6th, ch.	K. to K. sq.	51. B. takes Kt.	K. to Q. Kt. 5th
26. R. to K. sq., ch.	K. to Q. 2d	52. B to Q. R. 6th (*e*)	

And wins.

Notes.

(*a*) It is not easy to determine the best move for Black at this point: advancing the K. B. P. is certainly not the most advisable.

(*b*) We should rather have played up the Rook to K. B.'s 3d.

(*c*) This Bishop exercised so important an influence upon the position, that taking the Rook with it, served to advance White's game.

(*d*) He would evidently have lost his Rook by taking the Pawn.

(*e*) This is an extremely beautiful move, and the position it produces is singularly curious and instructive.

CHESS OF OLD IN THE WESTMINSTER CHESS CLUB.

The two following games were played about ten years ago, at the club in Bedford Street. The first between Messrs. Slous and Mathews, the former giving the Pawn and move; and the second between Messrs. Slous and G. Walker.

Remove White's K. B. P. from the board.

Black. (Mr. M.)	*White.* (Mr. S.)
1. K. P. 2	Q. Kt. to B. 3d
2. Q. P. 2	K. P 2
3. P. takes P.	Kt. takes P.
4. K. B. P. 2	Q. Kt. to K. Kt. 3d
5. K. Kt. to B. 3d	K. B. to Q. B. 4th
6. K. B. to Q. B. 4th	K. Kt. to B. 3d
7. K. B. P. 1	Q. Kt. to K. 2d
8. Q. Kt. to B. 3d	Q. P. 1
9. K. Kt. to his 5th	R. to K. B. sq.
10. Kt. tks. K. R. P.	Q. P. 1
11. Kt. tks. Kt., ch (*a*	R. takes Kt.
12. Kt. takes Q. P.	Kt. takes Kt.
13. B. takes Kt.	Q. B. P. 1
14. Q. to K. R. 5th, ch.	K. to K. 2d
15. K. B. to Q. Kt. 3d (*b*	Q. to her fifth
16. Q. to K. B. 3d	Q. B. tks. K. B. P. (*c*)
17. P. takes B.	Q. to K. 4th, ch.
18. Q. to K. 2d	R. takes P.
19. Q. takes Q., ch.	R. takes Q., ch.
20. K. to Q. sq.	Q. R. to Q. sq., ch.
21. B. to Q. 2d	B. to K. 6th
22. K. to Q. B. sq.	Q. R. takes B.
23. K. to Kt. sq.	Q. R. tks. K. Kt. P.
24. Q. R. P. 1	B. to K. B. 5th
25. K. R. P. 1	Q. Kt. P. 2
26. K. to R. 2d	Q. B. P. 1
27. K. R. to K. B. sq.	K. Kt. P. 2
28. Q. B. P. 2	K. R. to K. 7th
29. Q. R. to K. sq.	B. to K. 4th (*d*)
30. R. takes R.	R. takes R.
31. R. to Q. Kt. sq.	Q. R. P. 1
32. P. takes P.	P. takes P.
33. B. to Q. sq.	R. to Q. 7th
34. B. to K. Kt. 4th	Q. B. P. 1
35. Q. R. P. 1	Q. Kt. P. 1

And White ultimately won the game.

Notes.

(*a*) Better it would seem to have taken the Rook, although the move in the text looks promising enough, if well followed up.

(*b*) P. to K. 5th, we should have preferred.

(*c*) This is a good move, and turns the scale at once in favour of White's game.

(*d*) Here also, White plays with great care and ingenuity.

Between Messrs. Slous and Walker.

White. (Mr. S.)	*Black.* (Mr. W.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	Kt. takes P.
4. Kt. takes P.	Kt. to K. 3d
5. B. to Q. B. 4th	Q. B. P. 1
6. Castles	K. Kt. to B. 3d
7. Q. Kt. to B. 3d	B. to Q. Kt. 5th
8. K. B. P. 2	Q. to her R. 4th
9. Kt. takes K. B. P.	K. takes Kt.
10. K. B. P. 1	Q. to B. 4th, ch.
11. K. to R. sq.	Q. takes B.
12. P. takes Kt., ch.	Q. takes P.
13. Q. to K. R. 5th, ch.	K. Kt. P. 1
14. Q. to K. R. 4th, ch. (*a*)	B. takes Q. Kt.
15. P. takes B.	R. to K. B. sq.
16. B. to K. R. 6th	K Kt. P. 1
17. Q. to K. R. 5th, ch.	K. to his 2d
18. B. takes R., ch.	K. takes B.
19. Q. tks. K. Kt. P.	K. to B. 2d
20. K. P. 1	

And wins.

Notes.

(*a*) Intending to recover a piece by advancing the K. P., and thus attack both Kt. and B.

CONSULTATION GAME.

From the Illustrated London News.

The following smart specimen of the King's Bishop's Gambit was played the week before last at the London Chess Club, by Messrs. G. Walker and Medley, consulting against Messrs. Perigal and Von Carnap.

White. (Messrs. W. & M.)	*Black.* (Messrs. P. & C.)	*White.* (Messrs. W. & M.)	*Black.* (Messrs. P. & C.)
1. K. P. 2	K. P. 2	16. Q. B. takes P.	Q. to K. Kt. 3d (*b*
2. K. B. P. 2	P. takes P.	17. P to K. 6th	P. takes P.
3. K. B. to Q. B. 4th	Q. checks	18. K. takes Q. B. P.	P. to K. 4th (*c*)
4. K. to B. sq.	K. Kt. P. 2	19. Kt. to K. 6th, ch (*d*)	K. to K. sq. (*e*)
5. Q. Kt. to B. 3d	K. B. to Kt. 2d	20. Q. to her 6th	B. takes Kt.
6. Q. P. 2	Q. P. 1	21. B. takes B.	K. Kt. to K. 2d
7. K. Kt. to B. 3d	Q. to K. R. 4th	22. B. takes K. P.	B. takes B.
8. P. to K. R. 4th	P. to K. R. 3d	23. Q. takes B.	Q. to K. R 3d
9. P. to K. 5th	P. takes P.	24. Q. R to Q sq.	Q. Kt. to Q. R. 3d
10. Q. Kt. to Q. 5th	K. to Q. sq.	25. B. to Q. 7th, ch.	K. to Q. sq. (*f*)
11. Q. P. tks. K. P.	B. to Q. 2d	26. B. to Q. R. 4th, dis. ch. (*g*)	K. to Q. B. sq.
12. K. to Kt. sq.	Q. to K. Kt. 3d	27. Q. takes K. Kt.	Q. to her Kt. 3d, ch.
13. P. takes K. Kt. P.	P. takes P.	28. K. to B. sq.	Kt. to Q. B. 4th
14. R. takes R.	B. takes R.	29. R. to Q. 6th	Kt. takes B.
15. K. Kt. takes P. (*a*	Q. takes K. Kt.		

And White mates in six moves.

Notes.

(*a*) This sacrifice is invented by Petroff, who has very elaborately and skilfully analysed its numerous variations. M'Donnell suggested playing Q. to K. square, to which Black's answer should be K. B. to K. Kt. second again.

(*b*) His best move. If he play Q. to B. fourth, or Q. to K. Kt. 5th, or Q. to K. Kt. second, White has a still better attack.

(*c*) This game is move for move according to the analysis given in the books.

(*d*) The best play according to Petroff and Jaenisch, is Kt. takes R.

(*e*) This was forgetfulness: K. to K. second is the move which wins.

(*f*) The other side is more speedily fatal.

(*g*) B. to Q. B. sixth, is stronger we think.

THE LAST RELIC OF CAXTON'S HOUSE.

To the Editor of the Chess Player's Chronicle.

Sir,—You are, doubtless, aware that the Printing-house of the famous Caxton, that stood so many centuries in the Almonry, at Westminster, has met the fate which awaits too many other structures dear to the antiquary's heart—and has come to the ground.

This old edifice was composed (in popular phraseology) of "lath and plaster," with the exception of one beam of wood which formed its main support. The beam in question, I am happy to say, was immediately purchased by a gentleman, highly distinguished for his antiquarian researches, who resides in the neighbourhood, and who is justly proud of having availed himself of the opportunity afforded for becoming the preserver of so interesting a relic. As an appropriate memorial of the old typographer's first labour in this country,* he has had a Chess-board, and two sets of Chess-men made from this beam.

The men are extremely beautiful. The Pawns are about an inch in height, and the pieces lofty in proportion; the Rooks, Bishops, and Knights, being minutely and elaborately carved in the old style; and the owner has, with good taste, left them unvarnished, so that the spectator can at once perceive the great age of the wood. The Chess board is of

* This was "The Game and Playe of the Chesse," 1474, folio, pp. 144. a translation of the work of Jacobus de Cessolis, from the French of Jehan de Vignay, and generally believed to be the first book printed in England. Three years before, while acting for our English merchants in Holland, Caxton translated from the French, "The Recuyell of the Histories of Treye," which was printed at Ghent, and was undoubtedly *the first work printed in the English language*.—Ed.

a size adapted to the men, and is left uncoloured also, the squares being indicated by lines cut in the wood; while it is ornamented with a margin, on which, in raised letters, is a description of the circumstances under which it was made.

Trusting this brief communication may prove a precursor to a more detailed description of these interesting "remembrancers" from the pen of the accomplished possessor himself,

I subscribe myself, Sir, yours obediently,

C. R. L.

SOLUTIONS TO PROBLEMS IN Nos. 19 and 20.

No. 73.

White.	*Black.*
1. Kt. to R. 4th, ch.	K. to K. 5th
2. B. to Q. B. 4th	R. takes B. *
3. Kt. to K. B. 6th	

Mate.

* If Knight take Bishop, Kt. mates at Q. B. 3d. If Bishop take Knight, Bishop mates at Q.'s 3d

No. 74.

White.	*Black.*
1. Q. takes P. ch.	Q. takes Q.
2. P. takes Q., ch.	K. to Kt.
3. B. to Q. Kt. 3d	Kt. takes Bp.

Mate.

No. 75.

White.	*Black.*
1. Q. to K. B. 3d	R. to K. 3d (*best*)
2. Q. to K. B. 4th, ch.	R. to K. 5th (*best*)
3. Q. to Kt. 3d	R. to K. 6th (*best*)
4. Q. to Kt. 7th, ch.	R. interposes.
5. Q. to Q. R. 7th	

Mate.

No. 76.

Black.	*White.*
1. K. P. 1, ch.	K. to Kt. 4th
2. Kt. to K. 4th, ch.	K. to R. 3d (A)
3. Q. takes Kt.	R. takes P. (*best*)
4. Q. takes R.	Any move.
5. Q. checkmates.	

(A)

	2. K. to Kt. 5th
3. Q. to K. B. 3d, ch.	K. takes Q.
4. B. to R. 5th	

Mate.

No. 77.

White.	*Black.*
1 P. to Q. R. 4th	Q. to K. B. 7th, ch. (best)
2. K. to Q. R. 3d	Q. to K. 7th
3. Q. to Q. R. 7th, ch.	Q. interposes
4. Q. takes Q. B. P., ch.	Q. interposes
5. Q. takes Q.	

Mate.

No. 78.

White.	*Black.*
1. Q. to her 6th	K. B. P. 1 (best)
2. Q. to her B. 7th, and mates next move.	

No. 79.

White.	*Black.*
1 Kt. to Q. 7th, ch.	R. takes Kt. (best)
2. Q. to K. 5th, ch.	Q. takes Q.
3. R. takes P.	Q. to Q. R. 8th, ch. (best
4. R. takes Q.	Kt. to Q. B. 2d
5. Kt. takes Kt.	R. takes Kt.
6. R. checkmates	

No. 80.

White.	*Black.*
1. Q. takes R., ch.	K. takes Q.
2. R. takes B., ch.	Q. interposes
3. K. takes Kt.	Q. takes R.

Mate.

SOLUTIONS TO CALVI'S PROBLEMS. Nos. 17, 18.

No. 17.

White.	*Black.*
1. Q. to K. R. 6th	R. to K. Kt. *
2. B. to K. B. 6th	P. takes B.
3. Q. tks. dbld. P., ch.	R. to Kt. 2d
4. Q. takes R.	

Mate.

* If Black instead of playing Rook, had taken the Queen, he would have lost in three moves.

No. 18.

White.	*Black.*
1. R. to B. 6th., ch.	K. takes Kt.
2. Kt. to his 3d., ch.	R. takes Kt.
3. Q. to K. R. 4th. ch.	K. takes Q.
4. R. to his 6th	

Mate.

*** In Problem No. 17 there is an error, see page 157.

NOTICES TO CORRESPONDENTS.

We have again the pleasing duty of acknowledging many valuable contributions from our esteemed communicants, Messrs. Kling, M'c G——y, H——n, Medley, Boden, Woodward, and others who prefer remaining anonymous.

"E. C.," Halifax.—Many thanks for the suggestion, of which we shall not fail to avail ourselves.

"G. H. S." York.—A private communication has been forwarded.

"T. W." Liverpool.—They are very acceptable, and shall be made public with all due expedition.

"Observator."—We were indebted to a correspondent for our report of the Hull Chess Meeting; he probably copied the list of names from one of the local papers.

"C. S.," Brighton.—Received with thanks, and acknowledged by letter.

"J. B. G."—"The Handbook" may be looked for in a few days, being now at press. Apply to any Bookseller.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 180.)

After the last move, the *Amateurs* in their Treatise, direct the move of B. takes Kt. and after several moves they win the game for Black; but we shall see, by several of Philidor's openings, that the Q.'s P. 2 squares at the third move, gives you a good position.

Fifty-sixth Opening

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1
3. Q. P. 2 sq.	Q. P. 1 sq.
4. P. takes P.	Q. to Q. R. 4th, ch.

Instead of taking Pawn with Pawn, it would have been better to have moved your Q. Kt. to B. 3d.

5. Q. B. to Q. 2d sq.	Q. takes dbled. P.

Covering the check with the Q. Kt., would have been better; this would have allowed you time to play the K. Kt. to B. 3d the next move.

6. Q. Kt. to B. 3d	Q. P. 1 sq.
7. K. B. to Q. Kt. 3d	

Black has the better game.

Fifty-seventh Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1 sq.
3. Q. P. 2 sq.	Q. P. 2 sq.
4. K. P. tks. Q. P.	Q. B. P. takes Q. P.
5. B to Q Kt 5th, ch.	Q. B. to Q. 2d
6. B. takes B., ch.	Kt. retakes
7. P. takes P.	Kt. takes P.
8. Q. to K. 2d	Q. to K. 2d
9. Q. Kt. to B. 3d	Castles Q. R.
10. Q. B. to K. B. 4th	Q. Kt. to Q. B. 3d

If Black, instead of playing his Kt. to B. 3d, had played it to Q. B. 5th, you should exchange Queens.

You should now castle also on the Queen's side, not only to place your King in safety, but to attack your adversary's isolated Pawn with the Q. R., which you can eventually capture.

Fifty-eighth Opening.

White	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1 sq.
3. Q. P. 2 sq.	P takes P.
4. Q. takes P.	Q. P. 1 sq.
5. K. B. P. 2 sq.	Q. B. to K. 3d
6. K. B. to Q. 3d	

Your position is to be preferred.

Fifty-ninth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1 sq.
3. Q. P. 2 sq.	K. Kt. to B. 3d
4. P. takes P.	Kt. takes P.

Had you played your Q. Kt. to B. 3d, instead of taking P. with P., Black, by pushing on his Queen's Pawn two squares, would have acquired a good position.

5. KB. tks K. BP, ch	K. takes B.
6. Q. to K. B. 3d	K. Kt. to B. 3d
7. K. Kt. to R. 3d	

You have a much better game than your adversary has. (See the Forty-first Opening, page 149.)

Sixtieth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1 sq.
3. Q. B. P. 1 sq.	Q. P. 2 sq.

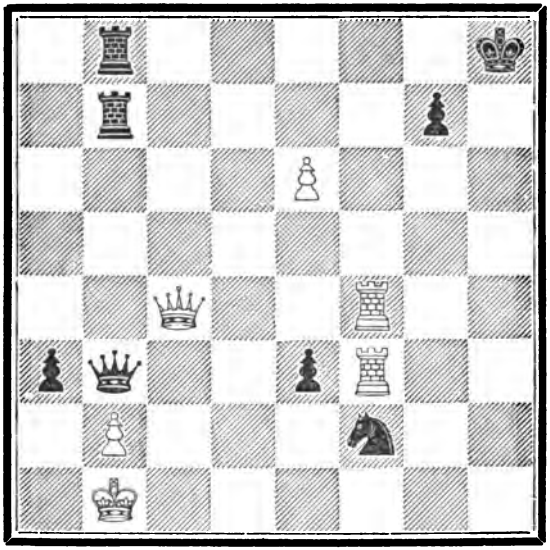
We have seen that the best move you can make is Q. to K. second.

4. P takes P.	P. takes P.
5. B. to Q Kt. 3d	Q. Kt. to B. 3d
6. Q. P. 2 sq.	K. P. 1 sq.

Your adversary's position is better than yours.

End of Tenth Lesson.

PROBLEM No. 21.*



White gives Mate in four moves.

PROBLEM No. 22.

White.
K. on Q. R.'s 2d
R. on Q. Kt.'s 7th
Knights on K.'s 7th, and K. B.'s 4th.
Pawns on K. Kt.'s 4th, Q. Kt.'s 3d, and Q. B.'s 2d squares.

Black.
K. on K. B.'s sq.
Rooks on K. R.'s and Q. R.'s squares.
Pawns on Q. R.'s 2d, Q B's. 3d, Q. B.'s 4th, K. B.'s 3d, K. R.'s 7th, and K.'s 7th sqrs.

White to Mate in 4 moves.

CALVI.

ELEVENTH LESSON.

First Section (concluded.)

AT the end of this lesson we shall have attained the object we had in view —namely, that of examining the seventy openings which the "Encyclopædia of Chess" devotes to the playing the K.'s B. at second move.

In the latter lessons, we have been forced to abridge a great number of openings, which we should have wished to have analyzed at greater length had our space allowed of so doing.

At the commencement of our course, we found it impossible to give every opening entire. General principles of of the game have been explained; the consequences of each move have also been shewn to the beginner, the modes of evading the gambit, and lastly, the best method of defending the attacks which result from the first move. After this lesson, we shall examine the greater number of openings which the "Encyclopædia of Chess" devotes to the second section—viz., the playing the K.'s Kt. at the second move. We need not, as in the first section, follow the beginner step by step; but, by devoting more time to the consideration of the openings, we shall be enabled to unfold to our readers, all the beauties of this admirable and instructive game.

Sixty-first Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K.B.to Q.B.4th	Q. B. P. 1 sq.

In the preceding lesson, we have seen that the best replies you can make to Black's second move of Q. B. P. 1 sq., are Q. to K. 2d, or Q. P. 2 squares. By playing these moves, you prevent your adversary from playing Q. P. 2 sq., or bringing out his K.'s B. to Q. B. 4th. This opening, as also the sixty-third, will serve to shew you, that by playing differently, your adversary will have the better game. We will first suppose that you play as follows:—

3. K. Kt. to B. 3d | Q. P. 2 sq.

* This Mate was given in actual play, by M. G., a distinguished amateur.

PROBLEM No. 93.

By Mr. M'c G——y.

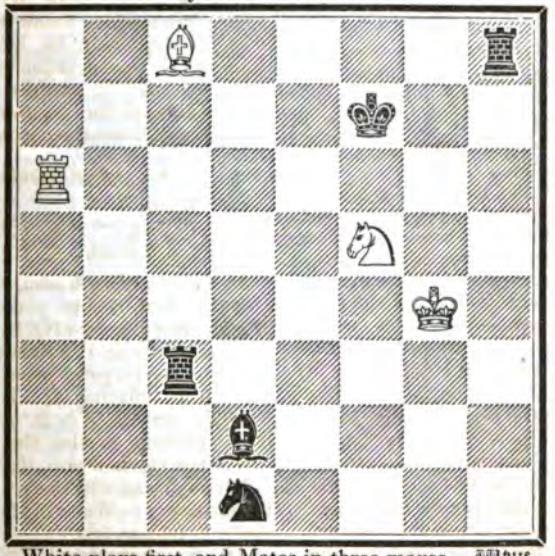
Black.

White to play, and Mate in two moves. White.

PROBLEM No. 94.

By the same Author.

Black.

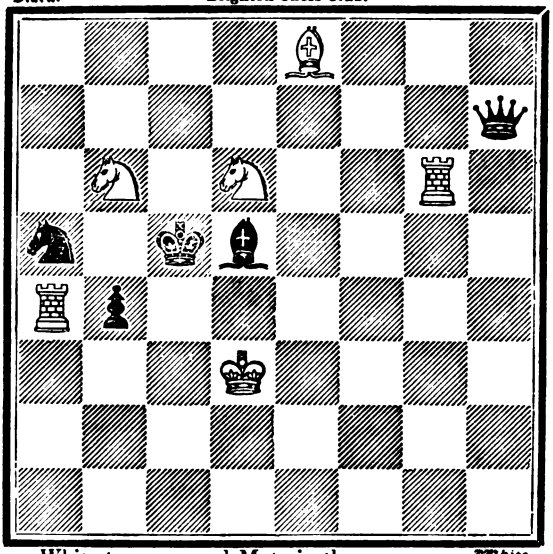


White plays first, and Mates in three moves. White.

PROBLEM No. 95.

By C. Stanley, Esq.
Brighton Chess Club.

Black.

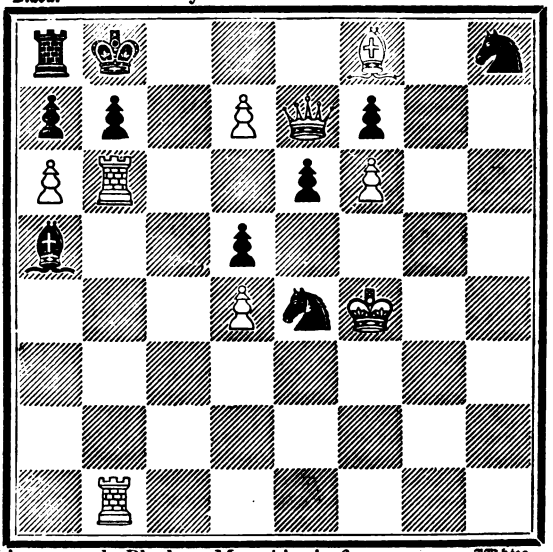


White to move, and Mate in three moves. White.

PROBLEM No. 96.

By G. W. Medley.

Black.



White compels Black to Mate him in four moves. White.

THE

Chess Player's Chronicle.

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CHESS IN HAMBURGH AND ALTONA.

By Von H. Der Laza.

Shortly after the terrible fire of Hamburgh, and again towards the close of last year when passing through that city, I had an opportunity of becoming personally acquainted with several friends of our noble game in Hamburgh and Altona. It affords me now particular pleasure to make public mention of the exceedingly kind reception which those gentlemen gave me, and of their more than ordinary strength in chess. On both occasions, however, my stay could not be prolonged beyond a couple of days; hence it was not possible for me to obtain a perfect knowledge of the state of chess matters there. I hope, therefore, those who are more intimately acquainted with it, will look with indulgence on my account—in many respects, perhaps, incorrect—and see themselves called upon to complete what may be found defective in it.

There exist in Hamburgh two Chess Clubs, the oldest of which was established in 1819, and at present consists of eight members. Chess *a quatre* is almost exclusively played in it. The society meets every Saturday evening, at six o'clock, in the house of one of the members by turn, in alphabetical order. Whoever comes after half-past six or seven o'clock must pay a greater or less fine, and whoever stays away altogether has to pay still more. A small sum is also collected for the games lost. The money thus made up is spent on an annual country excursion of the club. The larger Chess Club, to which several of the best players of Altona belong, dates from 1830. This society contains at present between sixty and seventy members. The club meets twice a-week, Wednesdays and Saturdays, at the Rhine Hotel, ABC Street, No. 56, as a private society. The following gentlemen, known to me personally, may be mentioned as among the best players:—Feill, Hartmann, Hoffmann, John, Schmeichel, and Schuback—without meaning to limit the number of good players to these names; for independent of the club, Messrs. Petersen and Brede, in Altona, and Henderson and Krüger, cannot be passed unnoticed. Of these players, Mr. Brede, the editor of the "Schachalmanack," is well known to the chess public, particularly by his excellent problems; and both Mr. Krüger and Mr. Henderson are to be classed with the strongest players of Hamburgh. I am sorry to say I had time to play only one game with the former, which was decided by an oversight. With Mr. Henderson, an Englishman, who has been living here for some months, I had the pleasure of playing two games even, and afterwards five games in which I gave the pawn and two moves. Mr. Henderson had often formerly opportunity of practising the same odds against Mr. Staunton, and knows very well how to conduct the attack in this sort of game; hence I was able to win only one game against two, and make a draw of another. A game, in which, I believe, Mr. Henderson still preserved his advantage, remained unfinished. It is to be hoped this gentleman, who has gained the esteem of the chess players here by his engaging qualities, will prolong his stay in Germany for some years.

On my first visit in 1842, the club possessed two members universally known in the Chess world, Messrs. Popert and Horwitz. The first of these players—of whom an interesting *partie* with De La Bourdonnais may be found in the Handbuch, p. 367—lived long in England, and measured his strength there with honour against the strongest players. He returned to Hamburgh only a few years before his death, when he was in a very suffering state of health; but even then, he was only inferior to Mr. Horwitz. The name of the last-mentioned gentleman occurs often in the pages of this Journal; and we need not repeat he takes his place among the first players of London. He still belongs to the Hamburgh Club as an honorary member.

The Chess strength of this society, which is considerable, has not been employed alone in peaceful contests within the club, but has decidedly distinguished itself by a series of correspondence games with other clubs. Two games were first undertaken with Kiel, where Mr. Silberschmidt then resided. This proficient only succeeded in drawing one game, and lost the other in which Hamburgh had the move. The result of two other games with the older Berlin club, from 1833 to 1836, was equally favourable to Hamburgh. The conduct of the games for Berlin rested almost exclusively on the late ingenious player, Mendheim. Last of all, in contest with Breslau, each club won the game in which they had the move. It is a peculiarity of these correspondence games, that the half of them, in which Hamburgh had the move, was played with the Italian or free castling, and *passar battaglia* of the Pawns. This mode of castling appears to have been introduced into Hamburgh somewhere about the year 1820, and to have found still more adherents by the spread of Mosler's translation of "Ponziani." The club has, however, lately, by a particular resolution, returned to the mode of castling in use in the rest of Germany; and this was consequently used in the above-mentioned games with Messrs. Schmeichel, Henderson, and Krüger. These games, we must not omit to remark, can give no correct idea of the real strength of their players, as they were not played throughout with the attention the reader may be accustomed to expect. This is particularly the case with Mr. Schmeichel's game (see page 193 of the present Number); this gentleman formerly played a good deal with Mr. Lewis, and was not very inferior to him in strength; but on account of ill-health is now compelled almost to abstain from Chess. He belongs to that class of players who have studied the game theoretically, and occupies himself with collecting and making Chess problems. His problems, together with a considerable Chess library, and an unique work of art, fell a prey to the flames of the great fire. The work mentioned, consisted of a splendid Chess-board, made entirely of amber, and had once belonged to Augustus the Strong, of Poland. To judge from the age of the board, and the able execution of the numerous medallions which represented subjects of Grecian mythology, or hunting pieces, the work could only have come from the hand of Albert Dürer. Its worth was valued at several thousand dollars, but there exists now only a drawing of the board made before the fire, by a literary gentleman of Göttingen.

A short time ago, a new proposition was made to the Hamburgh Club for a correspondence game, by the Lubeck Club, which had just terminated its game with Leipsic. The challenge was not accepted by the club, but some members of it declared themselves ready to undertake the game. It was thus that a private contest by correspondence was originated between three players in Hamburgh, Messrs. Krüger, Hoffmann, and Henderson, and two Lubeck players. The moves of the Hamburgh players were communicated through the medium of the Hamburgh paper, "Die Nachrichter," but those of their anonymous adversaries in the first instance by letter.*

Besides the large club, in which, as we have stated, the players meet only two evenings in the week, games may be seen going on, generally after dinner, in a Café called the Pavilion, on the road to Altona, and every evening at the Café Bellevue. Also, in many other of the numerous coffee-houses, games now and then may be found, so that it may be said generally, that Chess is practised industriously in Hamburgh. This may also be said of the neighbouring Altona, where formerly there were also regular meetings of the best players in a private club. These unions have, however, been lately broken off, at least in the former locality, on account of the death, in January last, of their hospitable patron, Herr Bekelmann.

* For this game see p. 113 of the present volume.

THE two following games are those referred to in the preceding article, played by VON H. DE LAZA, during his brief stay in Hamburgh.

White. (HERR KRUGER.)	*Black.* (VON H. DE LAZA.)	*White.* (HERR KRUGER.)	*Black.* (VON H. DE LAZA.)
1. K. P. 2	K. P. 2	14. Q. Kt. to Q. sq.	Q. to Q 5th (*d*)
2. K. B. P. 2	P. takes P.	15. B. to Q Kt. 5th, ch.	K. to K. B. sq.
3. K. Kt. to B. 3d	K. Kt. P. 2	16. B. to Q. B. 3d	B. takes K. Kt., ch.
4. K. R. P. 2	K. Kt. P. 1	17. K. to K. B. sq.	Q. to Q. B. 4th
5. K. Kt. to K. 5th	Q. P. 1	18. B. to K. 2d	B. to Q. 4th
6. Kt. tks. K. Kt. P.	B. to K. 2d	19. B. takes K. Kt.	B. takes B.
7. Q. P. 2	B. takes R. P., ch.	20. Q. takes B.	Kt. to Q. R. 3d
8. Kt. to B. 2d	B. to K. Kt. 6th (*a*)	21. Q. takes dbld. P.	Q. R. to K. sq.
9. Q. to K. B. 3d	Q. to K. B. 3d	22. B. takes B.	Q. takes B.
10. Q. P. 1 (*b*)	K. Kt. to K. 2d (*c*)	23. Q. Kt. to B. 3d	Q. Kt. to B. 4th
11. Q. Kt. to B. 3d	K. Kt. to Kt. 3d	24. Q. R. to K. sq.	Q. R. to K. 2d
12. B. to Q. 2d	K. Kt. to K. 4th	25. Q. to K. B. 5th	Q. to K. 4th
13. Q. to K. R. 5th	K. Kt. to Kt. 5th	26. R. tks. K. R. P. (*e*	Q. takes Q., ch.

And White resigned.

Notes.

(*a*) Black here plays the move recommended by Szen, of Pesth, as the strongest defence.

(*b*) Von De Laza played in a similar position (Game I. of the Berlin Schachzeitung) Q. B. P. 1, which we consider stronger.

(*c*) The best move to defend the doubled Pawn.

(*d*) Black ought rather to have taken the Kt., and then Q. Kt. P. with his Queen.

(*e*) An oversight, which costs a Rook and the game.

White. (VON DE LAZA.)	*Black.* (HERR SCHMEICHEL.)	*White.* (VON DE LAZA.)	*Black.* (HERR SCHMEICHEL)
1. K. P. 2	K. P. 2	15. P. takes K. B. P.	B. to Q. 2d
2. K. B. P. 2	P. takes P.	16. R. checks	K. to K. B. 2d
3. K. Kt. to B. 3d	K. Kt. P. 2	17. Q. to Q. Kt. sq.	Q. Kt. P. 2
4. K. R. P. 2	K. Kt. P. 1	18. Q. to Q. Kt. 3d, ch	Q. to Q. 4th (*c*)
5. Kt. to K. 5th	K. R. P. 2	19. Q. B. P. 1	Q. takes Q. P., ch
6. B. to Q. B. 4th	R. to K. R. 2d	20. Q. B. to K. 3d	Q. to K. B. 3d
7. Q. P. 2	P. to K. B. 6th	21. P. takes Q. Kt. P. ch	K. to Kt. 2d
8. K. Kt. P. 1	Q. Kt. to B. 3d	22. Q. B. P. 1	Q. to K. B. 2d
9. Kt. takes Kt.	Q. P. takes Kt. (*a*	23. K. B. P. 1 ch	Kt. takes K. B. P.
10. Q. Kt. to B. 3d	B. to Q. Kt. 5th	24. K. B. takes K. R.	Q. takes Q.
11. B. to K. Kt. 5th	Q. to Q. 3d	25. R. P. takes Q.	K. takes K. B.
12. K. to K. B. 2d	K. B. takes Kt.	26. B. to K. Kt. 5th	K. to Kt. 3d
13. P. takes K. B.	B. to K. 3d	27. P. takes P.	B. takes P.
14. B. to Q. 3d	K. B. P. 2 (*b*)	28. R. to Q. R. 6th	

And Wins.

Notes.

(*a*) Black, in our opinion, has made the strongest moves for the defence.

(*b*) A move, which not only costs a Pawn, but opens a dangerous line of attack to White, and deprives Black's King of the last Pawn that shelters him.

(*c*) It is easy to see this is only a temporary expedient.

(*d*) This Pawn ought not to have been taken, as White wins a piece by either moving Q. R. to R. 6th, or K. R. to K. 6th.

CHESS BY CORRESPONDENCE.

Game by correspondence, just terminated, between STOCKHOLM and UPSALA. The moves appeared originally in the "Stockholm Aftonblatt" evening paper.

Black. (STOCKHOLM.)	*White.* (UPSALA.)	*Black.* (STOCKHOLM.)	*White.* (UPSALA.)
1. K. P. 2	K. P. 2	13. Q. B. to R. 3d	Q. takes K. P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	14. Kt. to Q. 2d	Q. P. 2
3. B. to Q. B. 4th	B. to Q. B. 4th	15. Q. R. to K. sq.	Q. P. takes B.
4. Q. Kt. P. 2	B. takes Q. Kt. P.	16. Kt. takes P.	Q. to Q. 4th
5. Q. B. P. 1	B. to Q. R. 4th	17. B. takes Kt.	R. to K. sq.
6. Castles	B. to Q. Kt. 3d	18. Kt. takes B.	Q. takes Q.
7. Q. P. 2	Q. to K. 2d	19. R. P. takes Q.	R. P. takes Kt.
8. P. takes K. P.	Q. Kt. takes P.	20. B. to Q. 6th	B. to K. 3d
9. K. Kt. takes Kt.	Q. takes Kt.	21. B. takes Q. B. P.	Q. R. to Q. B. sq.
10. Q. to Q. Kt. 3d	Q. to K. R. 4th	22. B. takes P.	Q. R. takes P.
11. K. P. 1 sq.	K. Kt. to K. 2d	23. Q. Kt. P. 1 sq.	
12. K. to R. sq.	Castles		

Drawn Game.

SOLUTIONS TO PROBLEMS IN No. 21.

No. 81.

White.	*Black.*
1. B. to K. Kt. 2d	Q. P. 1
2. Q. B. P. 1	Q. P. 1, ch.
3. K. to K. B. 3d	K. to Q. 4th
4. K. to K. B. 4th	

Mate.

No. 82.

White.	*Black.*
1. R. to K. 8th	K. Kt. P. 1
2. R. to K. 4th	K. Kt. P. 1
3. B. to K. 7th	K. Kt. P. 1
4. K. to R. 4th	K. to Q. B. 4th
5. R. to K. 5th	

Mate.

No. 83.

White.	*Black.*
1. Kt. to K. 7th dis. ch.	Q. takes R.
2. P. to Q. Kt. 4th, ch.	K. takes P. (*best*)
3. Kt. to Q. B. 6th, ch.	K. to B. 4th (*best*)
4. P. to Q. Kt. 4th, ch.	K. to Q. 4th
5. Kt. to Q. B. 3d	

Mate.

No. 84.

White.	*Black.*
1. Q. takes Kt. ch.	P. takes Kt.
2. K. Kt. to Q. 6th, ch.	K. to Q.
3. Q. R. takes Bp., ch.	K. to K. 3d
4. K. R. to K. ch.	K. to B. *
5. R. takes R. ch.	Q. takes R.
6. R. takes Q.	

Mate.

* If Queen interpose, Rook takes Q. and mates next move.

NOTICES TO CORRESPONDENTS.

"P. N. W."—It is an error. Mate cannot be given in three moves. The note was copied hurriedly from the rough transcript sent us, and was not sufficiently examined.

"R. F. D."—The Problems are acknowledged with thanks, and shall be examined without loss of time.

"E. C." Halifax.—We shall be happy to afford you any assistance in our power towards the promotion of your design, which appears well calculated to further the interests of the Association.

"H. T." "M. P."—For "early copies" of "The Handbook," you should give early orders. It is already in the field.

"Puttino."—They shall have due attention.

"Stupid."—You are quite right; it is impracticable.

"C. R. L."—Many thanks. They shall appear shortly.

CALVI'S ELEMENTARY LESSONS

(*Continued from p.* 188.)

Black's move is the correct one. (See the next opening.)

4. P. takes P.	P. takes P.

If, instead of taking P. with P., you withdraw the K. B. to Q. Kt. 3d, your adversary has still time to support his centre Pawns.

5. K. B. to Q. Kt. 5th, ch.	Q. B. to Q. 2d
6. Q. to K. 2d	B. takes B.
7. Q. takes B., ch.	Q. to her 2d
8. Q. takes Q., ch.	Kt. takes Q.

Black's position is better than yours.

Sixty-second Opening

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1
3. K. Kt. to B. 3d	K. B. to Q. 3d

As we have seen above, Black would have done better had he played Q. P. 2 squares. The amateurs in their Treatise, page 174, (Edition, Stoupe, 1786, Paris) make Black win after the move of K. B. to Q. 3d; but I think that even now, Black will have a bad game if you play as follows:—

4. Q. P. 2 sq.	K. Kt. to B. 3d

If Black had played his Q. to K.'s B. 3d, you should bring out your Q. B. to K. Kt. 5th, and on the following move take P. with P.

5. Castles	Kt. takes K. P.

You could not have taken P. with P. on account of the check which Black would have given you with the Q. at Q. R. 4th.

6. P. takes P.	K. B. to Q. B. 2d
7. Q. to K. 2d	Kt. to Q. B. 4th

If instead of playing Q. to K. 2d, you had moved it to Q. 3d, Black would have supported his Kt. with K. B. P.

8. Q B. to K. Kt. 5th	

Your position ought to ensure you the winning of the game.

Sixty-third Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1 sq.
3. Q. Kt. to B. 3d	K. B. to Q. Kt. 5th

Your third move is bad.

4. K. Kt. to B. 3d	Q. to K. B. 3d
5. Q. P. 1 sq.	K. R. P. 1 sq.
6. Castles	Q. P. 1 sq.

This was not the proper time for castling. Your adversary can now form a very dangerous attack with his Pawns.

7. K. R. P. 1 sq.	K. Kt. P. 2 sq.
8. K. Kt. to R. 2d	K. Kt. to K. 2d
9. K. Kt. to his 4th sq.	Q. to K. Kt 2d
10. Q. to K. B. 3d	Q. Kt. to Q. 2d
11. Q. R. P. 1 sq.	K. B. to Q. R. 4th
12. Q. Kt. P. 2 sq.	K. B. to Q. Kt. 3d
13. Q. B. to K. 3d	K. Kt. to his 3d

Black will now have a superior game by playing his K. Kt. to K. B. 5th.

Sixty-fourth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B. to Q. B. 4th	Q. B. P. 1 sq.
3. Q. Kt. to B. 3d	K. B. to Q. 3d

Black has opened his game badly, but you do not take advantage of his faults. We have seen in the preceding lesson, what are the best moves to be made in this position.

4. Q. P. 1 sq.	K. B. to Q. B. 2d
5. Q. to K. B. 3d	Q. to K. 2d
6. Q. B. to K. Kt 5th	K. Kt. to B. 3d
7. K. Kt. to K. 2d	Q. P. 1 sq.
8. K. R. P. 1 sq.	Q. B. to K. 3d
9. K. B. to Q. Kt. 3d	Q. Kt. P. 2 sq.

In this position, the game may be considered equal.

Sixty-fifth Opening.

White.	*Black.*
1. K. P. 2 sp.	K. P. 2 sq.
2. K.B. toQ.B.4th	Q. B. P. 2 sq.

Black's second move is bad: it not only prevents the K.'s B. from occupying the Q. B.'s fourth square, but confines his other pieces.

3. K. Kt. to B. 3d	Q. Kt. to B. 3d
4. Q. B. P. 1 sq.	K. Kt. to B. 3d
5. Q. P. 1 sq.	Q. R. P. 1 sq.
6. Q. B. to K. 3d	Q. Kt. P. 2 sq.
7. K.B.toQ.Kt.3d	Q. B. P. 1 sq.
8. P. takes P.	Kt. takes P.
9. P. takes P.	P. takes P.
10. Q.to her 5th sq.	K. Kt. to Q. 3d

In the sixty-fifth opening—which the author of the "Encyclopædia" attributes, (wrongly, I believe,) to Philidor—White plays his Queen to her 3d square; but it is easy to perceive that the move of Q. to her 5th is a much better move.

11. K.Kt.tks.	K. P.

The game is evidently yours.

Sixty-sixth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K.B. toQ.B.4th	Q. Kt. P. 1 sq.

Black's move is not only a useless move, but the Pawn occupies a square, to which the K.'s B. is often obliged to retreat.

3. Q. P. 1 sq.	K. Kt. to B. 3d
4. K. B. P. 2 sq.	P. takes P.
5. B. takes P.	Q. P. 2 sq.
6. P. takes P.	Kt. takes P.
7. Q. to K. 2d, ch.	K. B. to K. 2d
8. B. takes Kt.	Q. takes B.

You win a Pawn, and remain with a good position.

Sixty-seventh Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2. sq.
2. K.B.toQ.B.4th	Q. Kt. to B. 3d
3. Q. B. P. 1 sq.	K. R. P. 1 sq.

To open your game effectively, you should rather have played K. B. P. 2 squares.

4. Q. R. P. 1 sq.	K. Kt. P. 1 sq.

You lose a move by playing the Q. R. P. 1 sq.. Your only motive for playing this, seems to be, to prevent your adversary from playing, sooner or later, the K. B. or Q. Kt. to Q. Kt.'s fifth square, or to open a retreat for your K.'s B. in case it should be attacked by Black's Q. Kt. In the first instance, it would be rather advantageous to you than otherwise, that Black should play his Bishop or Knight to the square before named; because, if the Bishop play there, you bring a piece out by covering the check with the Knight—and if the Knight, you will compel him to withdraw it by pushing on the Q. R. P. 1 sq., thereby gaining a move. In the second instance,—that is to say, in case he should play his K. Kt. to R. 4th—you can move your Bishop to Q.'s 3d, an advantageous square to occupy, and you can afterwards force his Knight to retreat ingloriously.

Q.'s P. 2 squares would have been a better move: Black opens his game badly. He gives you time to develop your game as you wish, and exposes himself to an attack with your K.'s P.s, should he castle on that side.

5. Q. P. 2 sq.	P. takes P.
6. P. takes P.	K. B. to Kt. 2d

This method of opening Black's game, is called *Petite chapelle.* (The Italians denominate it *Fianchetto.*) This opening will be more fully examined in the section of irregular openings.

7. K. Kt. to B. 3d	Q. P. 1 sq.
8. K. R. P. 1 sq.	Q. B to Q. 2d
9. Q. Kt. to B. 3d	K. Kt. to K. 2d
10. Q. B. to K. 3d	Castles

Your position is to be preferred.

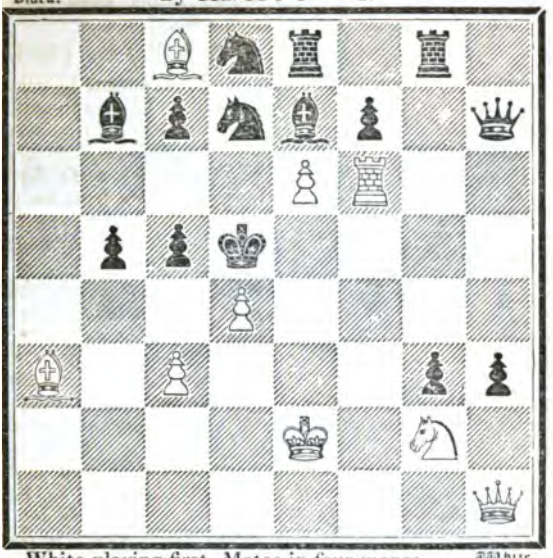
Sixty-eighth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K.B.toQ.B. 4th	Q. Kt. to B. 3d
3. Q. B. P. 1 sq.	K. R. P. 1 sq.

PROBLEM No. 97.

By Mr. M'c G——y.

Black.



White playing first, Mates in four moves. White.

PROBLEM No. 98.

By the same Author.

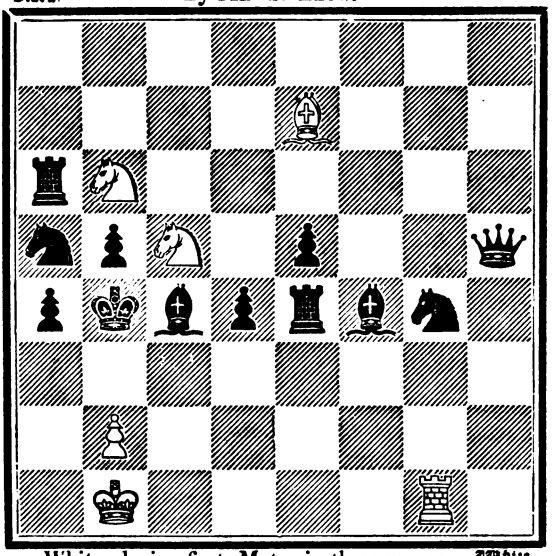
Black.

White to play, and Mate in six moves. White.

PROBLEM No. 99.

By Mr. S. Leow.*

Black.



White playing first, Mates in three moves. White.

* From the Berlin Schachzeitung.

PROBLEM No. 100.

By G. W. Medley.

Black.

White forces Black to Mate him in five moves. White.

THE

Chess Player's Chronicle.

No. 26. NEW SERIES. | SATURDAY, JUNE 26, 1847. | PRICE THREE PENCE.

CHESS IN THE METROPOLIS.

Game played between Mr. G. PERIGAL and Mr. DELANNOY of the *Cercle des Echecs* in Paris. Mr. P. giving the Pawn and two moves.

Remove White's K. B. P. from the board.

Black. (Mr. D.)	*White.* (Mr. G. P.)	*Black.* (Mr. D.)	*White.* (Mr. G. P.)
1. K. P. 2		19. Q. B. P. 1	P. takes P.
2. Q. P. 2	Q. Kt. to B. 3d	20. P. takes P.	Q. to Q. B. 2d
3. B. to Q. 3d	K. P. 1	21. Q. Kt. to Q. 2d	B. takes K. P.
4. K. P. 1	K. Kt. P. 1	22. Kt. takes B.	R. takes Kt.
5. Q. B. P. 1	Q. P. 2 (*a*)	23. Q. to K. B. 3d	R. to K. B. 4th
6. K. R. P. 2	Q. Kt. to K. 2d	24. Q. to K. R. 3d	Q. to K. B. 5th
7. Q. B. to Kt. 5th	K. B. to Kt. 2d	25. Kt. to K. 4th (*d*)	Q. takes Kt.
8. K. R. P. 1	K. R. P. 1	26. Q. takes K. R. P.	B. to Q. B. 3d
9. Q. B. tks. Kt. (*b*)	Kt. takes B.	27. K. B. P. 1	Q. to Q. 5th, ch.
10. P. takes K. Kt. P.	Q. B. P. 2	28. K. to R. sq.	Q. to B. 3d (*e*)
11. Q. to B. 3d (*c*)	R. to K. B. sq.	29. Q. to R. 7th	Q. to K. 4th
12. Q. to K. 2d	Q. to her Kt. 3d	30. Q. to K. Kt. 8th, ch.	K. to Q. 2d
13. K. Kt. to B. 3d	B. to Q. 2d	31. Q. to R. 7th, ch.	K. to Q. 3d
14. Q. Kt. P. 1	P. takes Q. P.	32. Q. R. to Q. sq., ch.	K. to Q. B. 4th
15. Kt. takes P.	Q. R. to Q. B. sq.	33. Q. to K. 7th, ch.	K. to Kt. 3d
16. Castles	Q. R. P. 1	34. Q. R. to K., sq.	Q. R. checks
17. Kt. to K. B. 3d	Kt. to K. B. 4th	35. K. to Kt. sq.	Q. to K. R. 7th, ch
18. B. takes Kt.	R. takes B.	36. K. to B. 2d	R. tks. K. B. P. ch

And White won the game.

Notes.

(*a*) Q. P. 1 always strikes us as preferable.

(*b*) But why not K. B. takes P., ch. ?

(*c*) This is sheer loss of time.

(*d*) Black sacrifices this Kt. to win the K. R. P., hoping then to turn his forward Pawn to good account.

(*e*) Q. to K. 4th would have been stronger play.

Played by Mr. HARRWITZ and an AMATEUR of the London Chess Club.

Black. (Mr. P.)	*White.* (Mr. HARRWITZ)	*Black.* (Mr. P.)	*White.* (Mr. HARRWITZ.)
1. K. P. 2	K. P. 2	9. Q. Kt. to K. 2d	Q. Kt. to K.Kt. 3d
2. K. B. to Q. B.4th	K. Kt. to B. 3d	10. Q. B. P. 1.	K. B. to Q. Kt. 3d
3. Q. Kt. to B. 3d	K. B to Q. B. 4th	11. K. B. to Q. B. 2d	Q. B. P. 1
4. K. Kt. to B. 3d	Q. P. 1	12. Q.Kt.to K.Kt. 3d	Q. to Q. 2d
5. K. R. P. 1	Castles	13. Q. to K. 2d (*a*)	Q. B. takes P.
6. Q. P. 1	Q. Kt. to B. 3d	14. P. takes B.	Q. takes P.
7. Castles	Q. B. to K. 3d	15. Q. B. to K. 3d	K. Kt. to Kt. 5th
8. K.B. to Q.Kt. 3d	Q. Kt. to K. 2d	16. B. takes B.	Q. Kt. to K. R. 5th

And wins.

Note.

(*a*) Foreseeing the meditated sacrifice of White's Bishop, Black plays this under the mistaken impression that, if his opponent took the K. R.'s P., it would cost him a piece.

Mr. HARRWITZ gives Mr. G. MEDLEY the Pawn and two moves.

(*Remove Black's K. B. P. from the board.*)

White. (Mr. MEDLEY.)	*Black.* (Mr. HARRWITZ.)	*White.* (Mr. MEDLEY.)	*Black.* (Mr. HARRWITZ.)
1. K. P. 2		12. Q.Kt. to K.B.4(*b*	Q. to K. Kt. 5th
2. Q. P. 2	Q. Kt. to B. 3d	13. K. Kt. P, 1	K. Kt. P. 2
3. Q. Kt. to B. 3d	K. P. 2	14. P. takes P., *en passant*	P. takes P.
4. P. takes P.	Kt. takes P.		
5. K. B. P. 2	Kt. to K. B. 2d	15. K. to Kt 2d	Q. P. 1
6. K.B.to Q. B. 4th	K. Kt. to R. 3d	16. Q. to Q. 5th	B. to Q. Kt. 3d
7. K. B. P. 1	K. B. to Q. Kt. 5th	17. K. R. P. 1	Q. to Q. 2d
8. Q. B. takes Kt.	Q. to K. R. 5th, ch.	18. Q. Kt. takes P.	R. to K. Kt. sq.
9. K. to B. sq. (*a*)	Kt. takes B.	19. Q. to K. R. 5th	Kt. to K. B. 2d
10. K.Kt. to B. 3d	Q. to K. R. 4th	20. Q. R. to Q. sq.	Q. B. P. 1
11. Q. Kt. to Q. 5th	K. B. to Q. R. 4th	21. Q. Kt. to K. 5th	

And wins.

Notes.

(*a*) This is the proper move;—K. Kt. P. 1 gives an immediate advantage to the second player.

(*b*) Q. to her 4th seems to be still stronger. The attack, however, seems to be very well conducted by Mr. Medley.

CHESS AT BERLIN.

FOR the following game, hitherto unpublished, we are indebted to Mr. Horwitz. It is one of the too few of the celebrated Mendheim's ever preserved; and, although played, as Mr. Horwitz assures us, with the utmost possible rapidity, it presents two or three striking and beautiful situations.

White. (Mr. MENDHEIM.)	*Black* (AN AMATEUR.)	*White.* (MR. MENDHEIM.)	*Black.* (AN AMATEUR.)
1. K. P. 2	K. P. 2	3. B. to Q. B. 4th	B. to Q. B. 4th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	4. Q. B. P. 1	K. Kt. to B. 3d

White. (Mr. Mendheim.)	Black. (An Amateur.)
5. Q. Kt. P. 2	B. to Q. Kt. 3d
6. Q. P. 1	Q. P. 1
7. Castles	Q. B. to K. 3d
8. B. takes B.	P. takes B.
9. Q. to her Kt. 3d	Q. to her 2d
10. Kt. to Kt. 5th	Q. P. 1
11. Q. R. P. 2	Q. R. P. 1
12. Q. R. P. 1	B. to Q. R. 2d
13. Q. Kt. P. 1	P. takes Q. Kt. P.
14. Q. tks. Q. Kt. P	P. takes K. P.
15. B. to Q. R. 3d, (*a*	Q. Kt. to K. 2d
16. Kt. tks. K. P. (*b*	Q. takes Q., (*c*)
17. Kt. tks. Q. B. P., ch	K. to B. 2d.
18. Kt. takes Q.	P. takes P.
19. Kt. to Q. 2d	K. R. to Q. sq.
20. Kt. to Q. 6th, ch.	K. to his 3d, (*d*)
21. Kt. tks. Q. Kt. P.	K. R. to Q. B. sq.
22. Q. B. P. 1	B. to Q. 5th
23. Q. R. to Q. Kt. sq.	B. to Q. B. 6th
24. Q. Kt. to his 3d	R. tks. Q. B. P.
25. Q. Kt. to B. 5th, ch	K. to Q. 4th
26. Kt. takes Q. P.	Kt. to Q. B. 3d
27. Q. R. to Kt. 5th, ch	K. to his 3d
28. K. R. to Q. B. sq	Q. R. to Q. B. sq.
29. Q. R. to Q. Kt. 6th	K. P. 1
30. Kt. to Q. Kt. 2d	B. takes Q. R. P.
31. Kt. takes R.	B. takes R.
32. Kt. takes B.	R. to Q. B. 2d
33. K. B. P. 2, (*e*)	K. R. P. 1
34. K. R. P. 1	K. Kt. P. 1
35. K. Kt. P. 2	K. R. P. 1
36. R. tks. Kt., ch.	R. takes R.
37. Kt. to Q.'s 8th	

Mate.

Notes.

(*a*) This is a higher style of play than taking the Pawn. Black is prevented, for the moment, from castling on the King's side, and, if he venture on the Q.'s wing, the advance of White's Q. R. P. presently, would be fatal.

(*b*) Very neat. Again Black is deprived of the power to castle.

(*c*) He appears to have no better move.

(*d*) Thinking to hem in the Knight if he took the Q. Kt. P.

(*e*) White might gain a piece by taking the Kt. with R., and checking with his K. Kt. at Q. 8th; but Mendheim is preparing for the pretty mate with which he terminates the contest.

CHESS IN AMERICA.

Game played between Dr. R. and Mr. E. A. D. of Lexington.

White. (Dr. R.)	Black. (Mr. S.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. P. 2 (*a*)
3. Kt. takes K. P.	Q. to K. B. 3d
4. Q. P. 2	Q. P. 1
5. Kt. to Q. B. 4th	P. takes P.
6. Q. B. to K. 3d	(*b*) Q. P. 1
7. Kt. to K. 5th	K. B. to Q. 3d
8. K. B. P. 2	K. Kt. to R. 3d
9. Q. to K. R. 5th, ch.	Kt. to B. 2d
10. Kt. takes Kt.	Q. takes Kt.
11. Q. takes Q., ch.	K. takes Q.
12. Q. B. P. 2	Q. B. P. 1
13. Q. R. P. 1	Q. B. to K. 3d
14. Q. Kt. to B. 3d	K. Kt. P. 1
15. Q. R. to Q. B. sq.	Q. Kt. to Q. 2d
16. P. takes P.	P. takes P.
17. K. B. to K. 2d	Q. R. P. 1
18. Castles	Q. Kt. P. 2
19. K. B. P. 1 (*c*)	P. takes P.
20. Kt. takes Q. P.	B. takes Kt.
21. R. takes P., ch.	K. to his 3d
22. B. to K. Kt. 4th	Kt. to K. B. 3d
23. B. to K. R. 3d	B. to Q. B. 5th
24. R. takes Q. Kt. P. dis. ch.	K. to B. 2d.
25. R. to Q. Kt. 7th, ch.	K. to Kt. 3d
26. Q. R. takes B.	

And wins.

Notes.

Notes.

(*a*) If properly answered, this counter-gambit is disadvantageous to the player of it, but it requires great care on the other side.

(*b*) 6. Q. Kt. to B.'s 3d is the proper move, and if Black then play 6. Q. R. to K. B.'s 4th, White should reply with 7. K. Kt. P. two.

(*c*) From this point to the end Dr. R. plays very cleverly.

SOLUTIONS TO PROBLEMS IN No. 22.

No. 85.

White.	*Black.*
1. Q. to Q. B. 3d, ch.	K. to Kt.
2. Q. takes Kt., ch.	K. takes Q.
3. K. takes R.	R. P. 1
4. Kt. takes Q. B. P.	

Mate.

No. 86.

White.	*Black.*
1. Kt. to K. 3d	P. 1
2. B. to K. Kt. 4th	P. 1
3. B. to K. 2d	P. 1
4. Kt. to Q. 5th	P. 1
5. Q. B. to Q. R. 5th	P. takes B.
6. Kt. to Q. Kt. 4th	

Black must now make a piece. If he make a Queen or Rook, he mates on the move. If he create a Bishop, then White plays B. to Q. B.'s third, check.

7. Black B. takes B. mating. If he call for a Knight, then White can play Kt. to Q. B.'s second, check, which Black Knight must retake, mating.

No. 87.

White.	*Black.*
1. K. to K. R. 3d	K. to B.
2. R. to Q. B. 7th, ch.	K. to Kt.
3. B. to K. 8th	K. to B.
4. B. to K. Kt. 6th	K. to Kt.
5. R. to K. B. 7th	K. to R.
6. B. to K. R. 7th	Kt. mates

No. 88.

White.	*Black.*
1. Q. to K R. 4th, ch.	K. takes Q.
2. R. to K. R., ch.	K. to K. Kt. 4th
3. Kt. to Q. 5th, ch.	K. to B. 4th
4. R. to K. B., ch.	K. to K. 3d
5. R. takes Q., ch.	R. takes R.
6. Kt. to K. Kt. 5th	

Mate.

NOTICES TO CORRESPONDENTS.

"H. F. P.," Marazion.—Thanks for the game, which shall have due attention. With respect to the other subject of your communication, we must trouble you to address the publisher.

"T. C. S."—Under the circumstances mentioned, the player having moved his Rook and touched his King was bound to Castle.

"F. G. W."—The largest collection of Problems that we know of, is that lately published by M. Alexandre, which contains above Two THOUSAND, by the greatest masters in this department of Chess strategy that the world has seen.

"G. M. J."—Our next number will be enriched by two beautiful positions, invented by the Rev. H. Bolton.

"Bucephalus."—A King may Castle after having been in check.

"C. C." Kidderminster.—The game reached us too late for examination this week, but it shall be duly reported on.

"C. R. L." "Herr Kling." "J. M'G." Safely received, and very acceptable.

"J. M. T." "Civis." "The Handbook" is on the eve of publication. Apply to any bookseller.

CALVI'S ELEMENTARY LESSONS.

Continued from page 196.

It has been mentioned in the preceding opening, that K. B. P. 2 sq. is a better move to play here.

4. Q. P. 2 sq.	P. takes P.
5. P. takes P.	K.B.toQKt5th,ch.
6. Q. Kt. to B. 3d	K. Kt. to B. 3d
7. Q. to her 3d	Q. P. 2 sq.
8. P. takes P.	Kt. takes P.

Black has the better game.

Sixty-ninth Opening.

The following is from Cozio's Treatise. Although he does castle according to the Italian method, we have inserted it, as it is given in the "Encyclopædia:— "

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. B. toQ.B4th	Q. to K. B. 3d

We have already seen that Black plays ill by bringing out his Queen to K. B. 3d at his 3d move. It is equally wrong to do so at his 2d move.

3. K. Kt. to B. 3d	K. B. to Q. B. 4th
4 Castles, K. to Kt., R. to K. sq	Q. P. 1

This method of castling renders the openings more varied and brilliant. In the present position, and following our own rules of castling, Black would have done better, had he played Q. B. P. 1 sq. (See the Thirtieth Opening.)

5. Q. P. 2 sq. |

Your position is evidently better than that of Black's.

Seventieth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. B.toQ.B.4th	Q. to K. B. 3d
3. K. Kt. to B. 3d	Q. to K. Kt. 3d
4. Castles	Q takes K. P.
5. K. B. takes K. B. P., ch.	K. to Q.

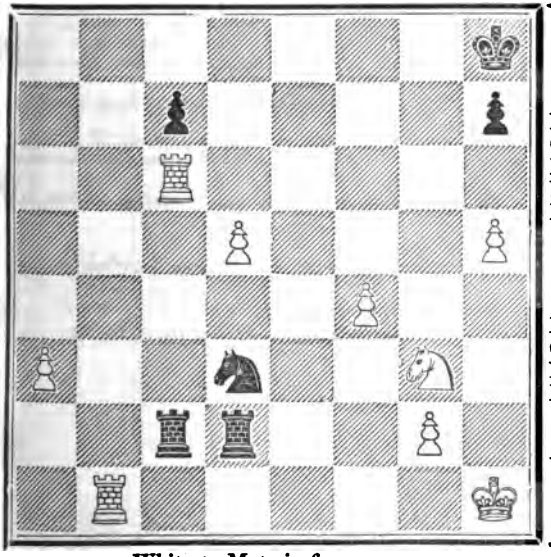
Had Black taken the Bishop, he would have lost his Queen.

6. Kt. takes K. P. |

Your game is as good as in the preceding opening.

End of Eleventh Lesson.

PROBLEM No. 23.



White to Mate in four moves.

PROBLEM No. 24.

White.
K. on Q. R.'s 2d sq.
Q. on Q.'s 7th sq.
Kt. on Q. B.'s 7th
Kt. on Q.'s sq.
P. on K.'s 4th

Black.
K. on Q. Kt.'s 5th sq.
Q. on K. Kt.'s 6th
R. on Q. Kt.'s 4th
Pawns on Q. R.'s 3d, Q. R.'s 4th, Q. B.'s 4th, and Q.'s 5th squares.

White to Mate in 3 moves.

CALVI.

Twelfth Lesson.

Second Section.

King's Knight at second move.

The second section will comprise those openings in which, after each party has played his K.'s P. two squares, the first player brings out his K.'s Kt. to B.'s third square; this method of opening the game is superior to the move of K.'s B. to Q. B.'s fourth, because it attacks an undefended Pawn. In my opinion it is also to be preferred to any other move, for this reason, that it leads to a solid game, and it gives rise to a great number of variations.

This opening is consequently more frequently played, and more assiduously studied, than the other openings.

First Opening.

White.	*Black.*
1. K. P. 2 sq	K. P. 2 sq.
2. K. Kt. to B. 3d.	Q Kt. to B. 3d

By bringing out your K.'s Kt. you attack the adverse K. P., and force a defensive move.

Black's move of Q. Kt. to B.'s third is the best defensive move he can make in this position. (See Ponziani, page 51, Modena, 1782; Walker, page 45, 1841; Lewis, page 95, London, 1842)

I thought that the strongest players in Paris coincided in my opinion; but it was otherwise. In the game played by correspondence between Paris and Pesth, the reply of K.'s Kt. to B.'s third was adopted; Messieurs Kieseritskij and Laroche alone voting for the correct move of Q. Kt. to B.'s third.

The strongest player of the age* wished to play the K. B. P. two squares, which motion was not carried. This move will be analyzed in the chapter on Irregular Openings.

3. K.B.to Q.B.4th	K. B. to Q. B. 4th

This method of opening, which is called by the Italians "*giuoco piano*," brings out your pieces with regularity, and loses no move.

4. Castles	K. Kt. to B. 3d

This is an opening of the Calabrois: it demonstrates that he who has the move, ought neither to lose a move nor make wrong attacks. If done, the second player can easily wrest the attack from him.

5. R. to K.'s sq.	Castles

Your move is bad; you would have done better had you played Q. B. P. one square, or even Q.'s P. one square. Had you played instead, the K. Kt. to his fifth square, the game would have quite changed. (See Variation.)

6. Q. B. P. sq.	K. R. to K. sq.
7. Q. P. 2 sq.	P. takes P.

While endeavouring to establish your Pawns in the centre, your adversary forms an irresistible attack.

8. K. P. 1 sq.	K.Kt. to his 5th sq.
9. P. takes P.	Q. Kt. takes Q. P.

If, instead of taking P. with P., you had moved your Q. B. to K. Kt. 5th, Black would have taken your K. B. P. with Knight, and would have had a much better game.

10. K. Kt. takes Kt.	Q. to K. R. 5th
11. Q. B. to K.'s 3d	Q. takes R. P., ch.

Had you played your K.'s Kt. to B. third, instead of Q. B. to K.'s third, Black could have checkmated you in three moves.

12. K. to B.	Q.to K.R.'s 8th,ch.
13. K. to K.'s 2d	Q. takes K. Kt. P.
14. R.to K.Kt.'s sq.	Kt. takes B.

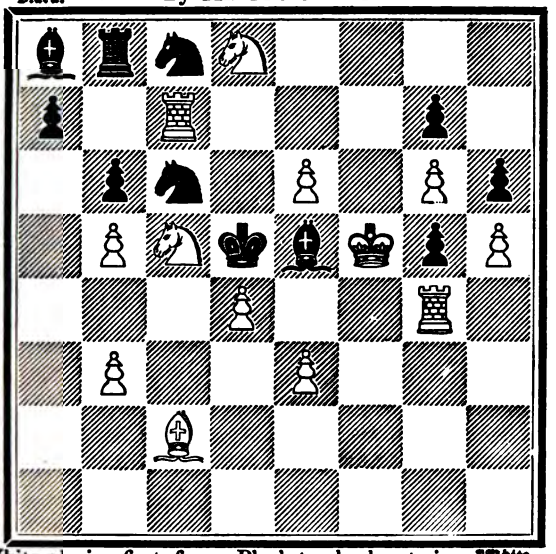
It is evident that Black has the better game.

* Mons. Deschapelles.

PROBLEM No. 101.

By Mr. M'c G——y.

Black.



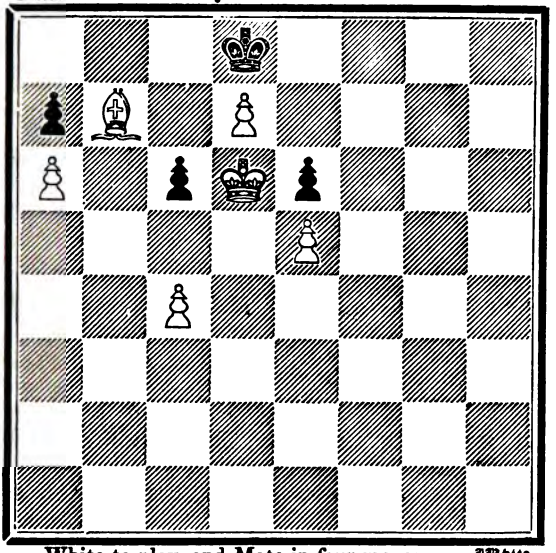
White playing first, forces Black to checkmate in four moves.

White.

PROBLEM No. 102.

By Mr. Edney.

Black.



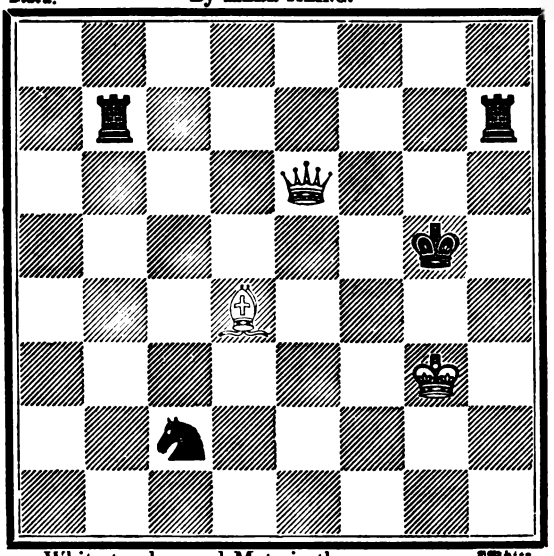
White to play, and Mate in four moves.

White.

PROBLEM No. 103.

By Herr Kling.

Black.

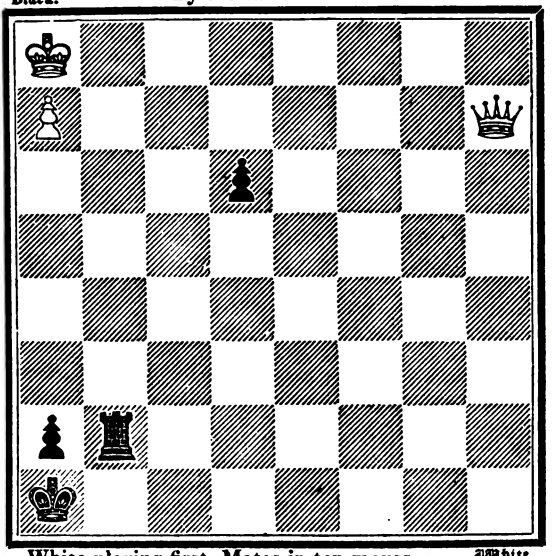


White to play, and Mate in three moves. White.

PROBLEM No. 104.

By the same Author.

Black.



White playing first, Mates in ten moves. White.

THE

Chess Player's Chronicle.

No. 27. NEW SERIES. | SATURDAY, JULY 3, 1847. | PRICE THREE PENCE

CHESS IN GERMANY.

The two following games between MM. HANSTEIN and MAYET, are extracted from the *Berlin Schachzeitung*.

White (Mr. H.)	*Black* (Mr. M.)	*White* (Mr. H.)	*Black* (Mr. M.)
1. K. P. 2	K. P. 2	13. Q. R. takes B.	R. to K. Kt. 2d
2. K. B. P. 2	P. takes P.	14. K. P. 1	Q. P. 2
3. K. Kt. to B. 3d	K. Kt. P. 2	15. P. takes P. (in passing.)	P. takes P.
4. K. R. P. 2.	K. Kt. P. 1	16. K. R. to K. sq., ch.	K. to B. sq.
5. K. Kt. to K. 5th	K. R. P. 2	17. Q. Kt. to K. 4th (*b*)	K. Kt. to B. 3d
6. K. B. to Q. B. 4th	R. to K. R. 2d	18. Kt. to K. Kt. 5th	P. to Q. 4th
7. Q. P. 2	P. to K. B. 6th	19. Q. to her R. 3d, ch	K. to K. sq.
8. K. Kt. P. 1	Q. Kt. to B. 3d	20. B. to Q. 3d	Q. to her Kt. 3d
9. Kt. takes Kt.	Q. Kt. P. tks. Kt. (*a*	21. Q. B. P. 1	Q. R. P. 2
10. Q. Kt. to B. 3d	K. B. to K. R. 3d	22. Q. to K. 7th	Q. R. to K. sq. (*c*
11. K. to B. 2d	Q. B. to Q. Kt. 2d	23. Q. takes R., ch.	
12. Q. to her 3d	K. B. takes B.		

And wins.

Notes.

(*a*) Here Black deviates from the regular defence. Q. Kt. P. takes Kt. with the view of playing Q. B. to Kt. 2d, and afterwards throwing up Q. P. 2; in our opinion, however, it is decidedly stronger to take with Q. P.

(*b*) Not fearing the advance of Q. P., in which case White would play Q. to Q. R. 3d, ch., and then Q. Kt. to Q. 6th or Q. B. 5th, and Black would find himself in a very bad position. By the move of Q. Kt. to K. 4th, White's Q. and Kt. are brought into active play, and he gets a fine attack.

(*c*) With the intention of sacrificing the Kt. on K. B. 6th, exchanging Rooks, and trying to get up an attack. He overlooks, however, the sacrifice of White's Q. If Black had played Q. takes Q. Kt. P., ch., he would have lost a piece by White moving R. to Q. B. 2d; Q. B. P. 1 also would not have saved the game, for White would have taken P. with P., and on Black's playing Q. to Q. B. 3d, White would have moved R. to K. 3d, doubled his Rooks, having an irresistible attack. The only correct move was, therefore, Kt. to K. 5th, ch., in which case White is forced to exchange Kts., and then take the Pawn with the Rook, in order to be able to keep up the attack.

Between the same players.

White. (Mr. M.)	*Black.* (Mr. H.)	*White.* (Mr. M.)	*Black.* (Mr. H.)
1. K. P. 2	K. P. 2	18. K. to B. 2d	B. to Q. Kt. 4th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	19. K. R. to Q. sq.	Kt. to Q. B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	20. R. takes R., ch.	K. takes R.
4. Q. B. P. 1	K. Kt. to B. 3d	21. Q. Kt. P. 1	K. B. P. 1
5. Q. P. 2	P. takes P.	22. Kt. to Q. 2d	Kt. to Q. Kt. 5th
6. K. P. 1	(*a*)	23. R. to Q. sq.	R. to Q. 2d
7. P. takes Kt. (*b*)	P. takes B.	24. Q. R. P. 2	B. to Q. R 3d
8. P. takes K. Kt. P.	R. to K. Kt. sq.	25. K. to Kt. 3d	R. to Q. 3d
9. P. takes P.	B. takes P. (*c*)	26. B. to K R. 6th	K. to his 2d
10. Kt. takes B.	Q. takes Kt.	27. R. to Q. B. sq.	Q. B. P. 1
11. Q. takes Q.	Kt. takes Q.	28. R. to K. sq., ch.	K. to B. 2d
12. Q. Kt. to R. 3d	R. takes P.	29. R. to K. 4th	Kt. to Q. 4th
13. B. to K. 3d	Kt. to K. 3d (*d*)	30. R. to K. Kt. 4th	Kt. to K. 2d
14. Castles on K.'s sd.	B. to Q. 2d	31. R. to Kt. 7, ch. (*f*)	K. to his 3d
15. Kt. takes P.	B. to Q. B. 3d	32. R. takes K. R. P.	Kt. to B. 4th, ch.
16. K. B. P. 1	Castles	33. K. to B. 4th	R. takes Kt.
17. Q. R. to Q. B. sq. (*e*)	Kt. to Q. 5th		

And Black wins.

Notes.

(*a*) Black has only a choice between this move and playing Kt. to K. 5th.

(*b*) The authors unanimously declare K. B. to Q. Kt. 5th a better move, and carry out the game to the disadvantage of the first player. We do not agree with them in this; but consider the game equal, even after taking K. Kt. with K. P. The variations to be found in the books by no means exhaust the subject.

(*c*) If Black, as in Bilguer b. 1., p. 116, first take with the Knight, White can also go on exchanging pieces.

(*d*) If he had played Kt. to K. B. 4th, he would have lost the power of castling on the Queen's side, also by White's moving Kt. to Q. Kt. 5th.

(*e*) By taking Q. R. P. with Q. B., White would get three pawns for his piece.

(*f*) Here White falls into the trap: he could only avoid the loss of a piece by giving up the exchange.

CHESS IN THE METROPOLIS.

Mr. Horwitz gives the Queen's Rook to Mr. J——, of Rochester.

(*Remove Black's Q. R. from the board.*)

Black (Mr. H.)	*White* (Mr. J.)	*Black.* (Mr. H.)	*White* (Mr. J.)
1. K. P. 2	K. P. 2	12. R. to K. sq., ch.	B. to K. 3d
2. K. B. P. 2	P. takes P.	13. B. to Q. 3d	Q. Kt. to B. 3d
3. K. Kt. to B. 3d	K. Kt. P. 2	14. K. Kt. to his 6th (*a*	K. R. to his 2d (*b*
4. B. to Q. B. 4th	B. to K. Kt. 2d	15. Kt. to K. 5th	K. R. to his sq.
5. Q. P. 2	Q. P. 1	16. Kt. tks. K. Kt. P.	Q. R. to B. sq.
6. Q. B. P. 1	K. R. P. 1	17. Q. to her Kt. 3d	Q. Kt. P. 1
7. Castles	Q B. P. 1	18. Q. to her R. 3d (*c*	K. R. P. 1
8. K. Kt. P. 1	K. Kt. P. 1	19. R. takes B., ch.	P. takes R.
9. K. Kt. to R. 4th	P. to K. B. 6th	20. B. to Kt. 6th, ch.	K. to Q. 2d
10. Q. B. to K. B. 4th	Q. P. 1	21 Q mates	
11. P. takes P	P. takes P.		

Notes.

(*a*) Well played.

(*b*) Better far than taking the Kt.,—although in any case Black must have an embarrassing attack.

(*c*) The game move. After this, White has no resource.

CHESS SKETCH.

THE following entertaining little game is taken from a tale, entitled "The Rollendorf Chess-club," which was published in the Leipsic "Schach Almanack" for 1846. The Pastor of the village Rollendorf has established among the simple-minded peasantry a Chess-club, which, ere long, receives the honour of a visit from a neighbouring Baron, a worthy nobleman, but excessively vain of his powers at Chess. He of course makes terrible havoc amidst the untutored players of the village, beating every one right and left, and overwhelming the club with consternation and dismay. It happens opportunely enough, that just prior to his departure a young music director from Vienna, a native of the village, arrives after many years' absence, and is apprised of the humiliation of his old friends. He reveals himself only to the Pastor, and, having acquired some knowledge of the game during his travels abroad, undertakes to encounter the formidable Baron. The Baron conceiving him to be one of the members of the village-club, prepares for another easy victory, and thus the game proceeded :—

White. (The VIENNESE.)	*Black.* (The BARON)
1. Q. Kt. to B. 3d	

At this move the Baron smiled, and replied with—

	1. K. P. 2
2. K. Kt. to B.'s 3d	

BARON.—"Eh! eh! What can you do with the Knights? They will be attacked and driven back by my Pawns, and your game lost before you dream of it. Always first play forwards the Pawns."

	2. Q. P. 1.

VIEN.—"I thought I had still time to play them."

3. Q. P. 2	3. Q. Kt. to B. 3d
4. Q. P. 1	

BARON.—"Quite correct, if you could support this Pawn properly; but you can't do that, as you will see presently, for your own Knights are in the way.

	4. Q. Kt. to K. 2d
5. K. P. 2	5. K. B. P. 2
6. Q. B. to K. Kt. 5th	

BARON.—"That's another bad move! You must now either exchange pieces or retreat. In either case my game is developed to your disadvantage."

	6. K. R. P. 1
7. Q. B. to K. R. 4th	

BARON.—"In this way your Bishop is lost. Will you retract that move?"

	7. K. Kt P. 2

VIEN.—"I never take back a move."

BARON.—"That sounds well, but proudly."

8. K. Kt. takes K. P.	

BARON.—"Curious piece of chance. Do you know, I should actually be mated in three moves, if I were now to take your Bishop."

	8. Q. P. takes Kt.

VIEN.—"O yes! I have then merely to give check with my Queen, and win."

BARON.—"Really you don't play quite so badly as I thought at first you did. Still the move does not avail you. Your game is irrecoverably lost. I take the Knight of course."

9. Q. to K. R.'s 5th, ch.	9. K. to Q. 2d
10. B. takes K. Kt. P.	10. B. to K. Kt. 2d
11. B. to Q. Kt. 5th, ch.	11. K. to Q. 3d
12. Q. B. to K. 3d	

BARON.—"Back with the Bishop still further."

12. K. B. P. 1

13. B. takes K. B. P

BARON.—"Who would ever throw away his pieces at this rate?"

13. P. takes Q. B.

14. K. P. 1 sq., ch.

BARON.—After long consideration. "Singular chance! Again, I can't take the Pawn with my Bishop. Shall I shew you why? You would check with the Kt. at K. 4th, and then check again with the Castle, and thus win my Queen. But if I go to Q. B. 4th, I am out of all danger."

14. K. to Q. B. 4th

15. Kt. to Q. R. 4th, ch. K. takes K. B.

16. Q. to K. 2nd, ch.

Here the Baron pondered long, at last he cried, "You don't imagine, surely, that you are going to mate me? Your attack will soon be exhausted. I can move my King to R. 4th, or even take the Kt. without any danger."

16. K. takes Kt.

17. Q. to Q. B. 4th, ch. K. to Q. R. 4th

18. Q. Kt. P. 2, ch. K. to Q. R. 5th

19. Q. to Q. Kt. 3d, ch. K. to Q. Kt. 4th

20. Q. R. P. 2, ch. K. to Q. Kt. 3d

21. Q. R. P. 1, ch. K. to Q. Kt. 4th

22. Q. B. P. 2, ch. K. to Q. R. 3d

23. Q. Kt. P. 1, mate.

BARON.—"Well, your game went charmingly of itself. I could have saved it, had I not taken the Knight as I first intended."

VIEN.—"But HERR BARON, I thought in that case, you would have been mated sooner. Will you put up the pieces again and play from that point?"

BARON.—"No, no, I am glad it is over. I have played several games, and have a terrible headache."

SCHACH ALMANACK, p. 22.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 19 & 20. (See page 179.)

No. 19.

White.	*Black.*
1. Kt. to K. 5th	B. to K. 2d, (best)
2. R. to R. 4th, ch.	B. takes R.
3. K. Kt. P. 1	

Mate.

No. 20.

White.	*Black.*
1. Q. to K. Kt. 7th, ch.	Kt. takes Q.
2. Kt. to K. B. 6th, ch.	K. to R.
3. P. takes Kt.	

Mate.

SOLUTIONS TO PROBLEMS IN No. 23.

No. 89.

White.	*Black.*
1. B. to K. R. 4th	K. to Q. 4th
2. Q. to Q. B. 7th	K. takes Kt.
3. B. to K. B. 2d	Q. interposes
4. Q. takes Kt.	

Mate.

No. 90.

White.	*Black.*
1. R. to Q. B. sq., ch.	R. covers
2. R. takes R., ch.	K. takes R.
3. B. to K. 3d	K. moves
4. B. to Q. 4th	K. moves
5. B. to Q. B. 3d	K. moves
6. R. to K. Kt. 2d	P. takes R.

Mate.

No. 91.

White.	*Black.*
1. Kt. to K. 5th	Castles
2. B. takes B., ch.	K. to R. sq.
3. Kt. to B. 7th, ch.	K. to Kt. sq.
4. Kt. takes Kt., dis. ch.	K. to R. sq.
5. Kt. to B. 7th, ch.	K. to Kt. sq.
6. Kt. to K. Kt. 5th, dis. ch	K. to R. sq.
7. R. takes R.	

Mate.

No. 92.

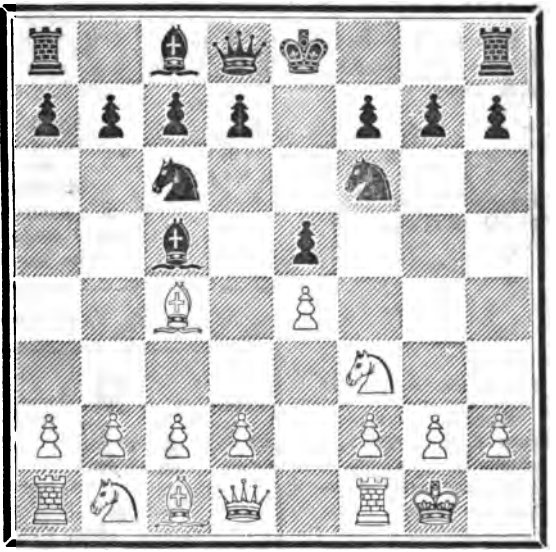
White.	*Black.*
1. Kt. to K. R. 5th, ch.	K. to K. B. 4th
2. Q. to K. 4th, ch.	K. takes Q.
3. Kt. to Kt. 3d, ch.	K. to K. B. 6th
4. B. to Q. Kt. 7th, ch.	Q. interposes, ch.
5. B. takes Q.	

Mate.

CALVI'S ELEMENTARY LESSONS.

(*Continued from p.* 204.)

Variation from White's fifth move.



White.	*Black.*
5. K. Kt. to his 5th	Castles.

Instead of Castling, had Black played his Queen's Pawn two squares, you should take Pawn with Pawn, and afterwards take the K. B. Pawn with Knight; this would lead to a variation of the Game of the "*Calabrois*" which has already been analyzed.

6. Q. P. 1 sq.	K. R. P. 1 sq.

Had you played the King to Rook's square, intending afterwards to push on the King's B. Pawn two squares, Black would still have played the K. R. Pawn one square.

7. Q. Kt. to B. 3d	P. takes Kt.

You would have done better, had you withdrawn the Kt. to B.'s 3d, the result would have at least equalized the game; although, it is true, you would have given up the attack.

8. Q. B. takes P.	K. B. to K.'s 2d

Black has the better game.

Second Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Castles	Q. P. 1

Black's move is a good defence.

5. Q. B. P. 1 sq.	Q. to K. 2d

Your move is also well played. By pushing on this Pawn, you arrest the march of the adverse Knight. You are enabled to support your Queen's Pawn when played two squares, and lastly you open a range for your Queen, which when placed on her Knight's 3d, is enabled to form a strong attack, as will be seen hereafter.

6. Q. P. 1	K. Kt. to B. 3d

Had you pushed on the Queen's Pawn two squares, Black should withdraw his Bishop to Q. Knight's 3d.

In this position, the game may be considered even.

Variation from Black's fifth move.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Castles	Q. P. 1
5. Q. B. P. 1	Q. B. to K. Kt. 5th

Black could also play the Bishop to K.'s 3d. If he did, you should exchange Bishops, and then play your Queen to her Knight's 3d, attacking the Q. Kt. Pawn, and the doubled Pawn.

Black, in reply, would have been forced to move his Queen to her Bishop's square, defending the Pawns, which would give him a bad position.

6. Q. to Q. Kt. 3d | B. takes Kt.

Had Black moved his Q. B. to K. R.'s 4th, you should take Q. Kt. Pawn with Queen.

7. B. tks. K. B. P., ch.	K. to B. sq.
8. B takes Kt.	R. takes B.
9. P. takes B.	Q. to K. Kt. 4th, ch.
10. K. to R. sq.	Q. to K. R. 4th
11. Q. to Q. sq.	

Your game is to be preferred.

Third Opening.

White.	*Black.*
1 K. P. 2	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Castles	Q. to K. B. 3d

We have already remarked, that it is dangerous to bring out the Queen thus early in the game.

5. Q. B. P. 1 sq.	Q. P. 1 sq.
6. Q. P. 1 sq.	Q. Kt. to R. 4th
7. Q. Kt. P. 2 sq.	Kt. takes B.
8. P. takes Kt.	K. B. to Q. Kt. 3d
9. Q. B. to K. Kt. 5th	Q. to K. Kt. 3d
10. P. to Q. B. 5th	

You have the better game.

Variation from Black's sixth move.

White.	*Black.*
	Q. B. to K. Kt. 5th
7. Q. B. to K Kt 5th	Q. to K. Kt 3d

Black could also take your K. Kt. with Q. B., or take B. with the Queen. In the first case you should take his Queen, and gain the exchange; in the second, you should play as follows:—

Kt. takes Q.	B. takes Q.
K. B. takes K. B. P.	K. to B. sq.
R. takes B.	K. R. P. 1 sq.
B. takes Kt.	R. takes B.

You win a Pawn, and remain with a good position.

8. Q. B. to K. 3d	Q. B. to K. R. 6th
9. K. Kt. to his 5th	Q. B. to K. 3d

You can now win the game by force, by taking Q. B. with Knight, and afterwards the other Bishop with your Bishop.

The eight following openings are taken from the Italian authors, who castle differently, as we have before noticed.

We give them, in order to follow the Encyclopædia of Chess. They are besides, brilliant, instructive, and may be often followed even by castling according to our own method, when the adverse player loses a move.

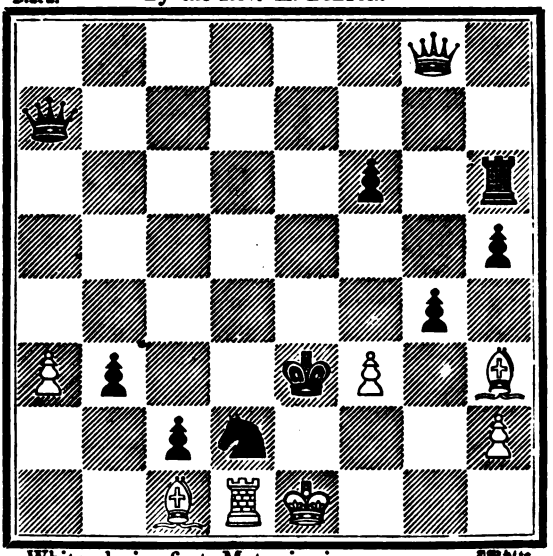
Fourth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2 K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. K. to R., R. to B.	K. Kt. to B. 3d

PROBLEM No. 105.*

By the Rev. H. Bolton.

Black.



White playing first, Mates in six moves. White.

* For this and the following position, we are indebted to Mr. Staunton's new work, "The Chess-players' Handbook."

PROBLEM No. 106.

By the same Author.

Black.

White playing first, checkmates in five moves. White.

PROBLEM No. 107.

By Mr. G. W. Medley.

Black.

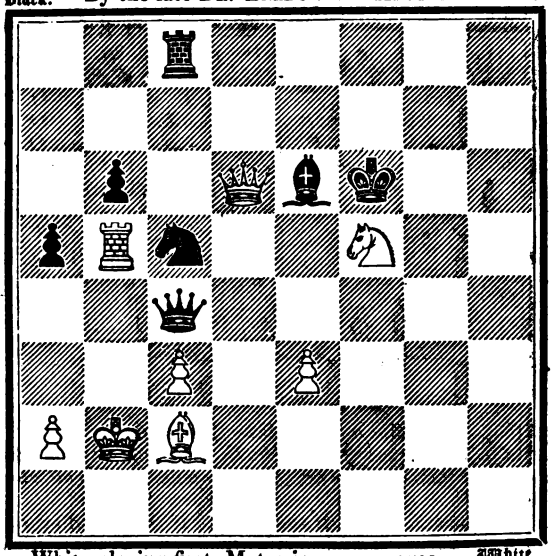
White to Mate in three moves.

White.

PROBLEM No. 108.*

By the late Dr. Bledow and Herr Hanstein.

Black.



White playing first, Mates in seven moves.

White.

* From the Berlin Schachzeitung.

THE

Chess Player's Chronicle.

No. 28. NEW SERIES. | SATURDAY, JULY 10, 1847. | PRICE THREE PENCE.

CHESS MATCH.

THE seasonable dulness of the Metropolitan Chess Circles at this period has been agreeably enlivened by the prospect of three or four contests, now on the *tapis* between our leading players. For one of these, to be played by Mr. Harrwitz, giving odds against Mr. G. Medley, preliminaries were settled last week; and we have been favored with the moves in the Games which were played last week, before a numerous assemblage of amateurs, at the London Chess Club.

GAME I.

Between Mr. Harrwitz and Mr. Medley, the former giving the odds of Pawn and two moves.

(*Remove White's K. B. P. from the Board.*)

Black (Mr. M.)	*White* (Mr. H.)	*Black* (Mr. M.)	*White* (Mr. H.)
1. K. P. 2		15. Q. R. to Q. Kt. sq.	Q. Kt. takes P.
2. Q. P. 2	K. P. 1	16. Kt. takes Kt.	P. takes Kt.
3. Q. B. P. 2	Q. B. P. 2	17. R. takes P.	Q. to Q. R. 4th
4. Q. P. 1	Q. P. 1	18. Q. R. P. 1	Q. R. to Q. Kt. sq.
5. K. B. P. 2	K. Kt. to R. 3d	19. Castles	Q. takes Q. R. P.
6. K. B. to Q. 3d	Q. Kt. to R. 3d	20. K. R. to Q. Kt. sq.	Q. Kt. P. 1
7. Q. Kt. to B. 3d	K. B. to K. 2d	21. Q. B. P. 1 (*b*)	K. to K. B. sq.
8. Q. P. takes P.	B. takes P.	22. Kt. to K. B. 4th (*c*	Q. P. takes P.
9. K. B. P. 1	B. to K. B. 2d	23. Kt. to K. 6th, ch.	B. takes Kt.
10. Q. B. takes Kt.	P. takes B.	24. P. takes B.	K. to Kt. 2d
11. Q. Kt. to Q. 5th	K. R. to K. Kt. sq.	25. P. to K. 5th (*d*)	Q. R. to K. B. sq.
12. Q. to K. B. 3d	K. B. to K. B. 3d	26. Q. to K. B. 5th	K. R. to K. R. sq
13. K. Kt. to K 2d	Q. to Q. R. 4th, ch	27. P. takes B. ch	R. takes P
14. Q. Kt. P. 2 (*a*)	Q. to Q. sq.	28. R. to K. Kt. 4th, ch.	

And White surrendered.

Notes.

(*a*) Very well played. White dare not take the Pawn.

(*b*) Threatening to win the adverse Queen by checking with the Bishop.

(*c*) This is cleverly conceived. Most players would have been content to take the Queen's Pawn.

(*d*) The attack is uncommonly well sustained. If Mr. Medley prosecutes the remaining games in the same vigorous style, the contest is likely to be one of the most severe that has been seen for some time.

Game II.

Between the same players, Mr. H. giving the odds of Pawn and two moves.

(Remove White's K. B. P. from the Board)

Black (Mr. M.)	*White* (Mr. H.)
1. K. P. 2	
2. Q. P. 2	K. P. 1
3. Q. B. P. 2	Q. B. P. 2
4. Q. P. 1	Q. P. 1
5. K. B. P. 2	K. Kt. to R. 3d
6. K. B. to Q. 3d	Q. Kt. to R. 3d
7. Q. Kt. to B. 3d	K. Kt. P. 1
8. K. Kt. to B. 3d	K. B. to Kt. 2d
9. Castles	Castles
10. K. R. P. 1	Q. B. to Q. 2d
11. Q. B. to K. 3d	Q. to K. 2d
12. Q. to Q. 2d	K. Kt. to B. 2d
13. K. R. to B. 2d (*a*	Q. Kt. to his 5th
14. Q. P. takes P.	Q. B. takes P.
15. Q. Kt. to Q. 5th	Q. B. takes Kt.
16. B. P. takes B.	K. B. tks. Q. Kt. P.
17. Q. R. to Kt. sq.	B. to K. Kt. 2d
18. K. B. P. 1	Kt. P. takes P.
19. K. P. takes P.	Q. Kt. takes Q. P.
20. Q. B. to K. Kt. 5th	Kt. takes B.
21. Kt. takes Kt.	B. to Q. 5th
22. Q. R. to K. sq.	B. takes R. ch.
23. K. takes B.	Q. to K. Kt. 2d
24. Kt. to K. 6th	Q. to K. B. 3d
25. Kt. takes R.	Q. to Q. 5th, ch.
26. K. to K. B. sq.	R. takes Kt.
27. R. to K. 2d	Kt. to K. B. 5th
28. K. B. P. 1	R. takes P.
29. B. tks. K. R. P. ch (*b*	K. takes B.
30. R. to K. 7th, ch.	K. to Kt. 3d
31. Q. takes Q.	P. takes Q.
32. R. takes Q. Kt. P.	Kt. takes K. R. P. dis. ch.
33. K. to K. sq.	Kt. to B. 5th
34. R. takes Q. R. P.	Kt. tks. K. Kt. P. ch

The game was prolonged a few more moves, and finally won by White.

Notes.

(*a*) Q. R. to K. sq., preparatory to advancing the K. B.'s P., would have been better play, we believe.

(*b*) He has nothing better to do. The game is gone.

Game III.

Between the same players, Mr. H. giving the odds of Pawn and two moves.

(Remove White's K. B. P. from the board.)

Black (Mr. M.)	*White* (Mr. H.)
1. K. P. 2	
2. Q. P. 2	K. P. 1
3. K. B to Q. 3d	Q. B. P. 2
4. P. takes P.	Q. to Q. R. 4th, ch
5. Q. B. to Q. 2d	Q. takes P.
6. Q. Kt. to B. 3d	K. Kt. to B. 3d
7. K. Kt. to B. 3d	Q. Kt. to B. 3d
8. Q. Kt. to Kt. 5th	Q. to Q. Kt. 3d
9. Q. B. to K. B. 4th	Q. P. 1
10. B. takes Q. P.	K. Kt. takes K. P.
11. Q. Kt. to Q. B. 7th, ch.	K. to Q. 2d
12. K. B. takes Kt.	K. B. takes B.
13. Kt. takes R.	Q. to Q. Kt. 5th, ch
14. K. Kt. to Q. 2d	K. B. to K. B. 5th
15. Q. B. P. one	Q. to Q. Kt. 4th
16. Kt. to Q. Kt. 3d, dis. ch. (*a*)	K. to K. 2d
17. Q. to K. B. 3d	K. R. to K. B. sq.
18. B. takes Q. Kt.	P. takes B.
19. Q. Kt. to Q. 4th	Q. takes Q. Kt. P.
20. Kt. takes P., ch.	K. to K. sq.
21. Q. R. to Q. sq.	R. to K. B. 4th (*b*)
22. R. to Q. 8th, ch.	K. to B. 2d
23. K. Kt. P. 2	Q. to Q. B. 8th, ch.
24. Q. to Q. sq. (*c*)	Q. tks Q. B. P., ch.
25. K. to B. sq.	Q. takes Kt.
26. K. B. P. 1	R. to Q. B. 4th
27. K. to Kt. 2d	R. to Q. B. 7th, ch.
28. K. to R. 3d	Q. takes Kt.
29. R. to Q. 3d (*d*)	Q. to Q. B. 3d
30. R. to Q. 4th	K. P. 1
31. R. to Q. 6th	Q. B. takes K. Kt. P., ch.
32. K. takes B. (*e*)	Q. to Q. B., ch.
33. R. to Q. 7th, ch.	K. to K. sq.
34. K. to R. 4th	Q. takes R.
35. Q. takes R.	

White mates in two moves.

[*Notes*

Notes.

(*a*) Q. R. P. 2 before discovering check, would have added to the strength of Black's attack.

(*b*) B. to Q. 7th checking, with the object of winning the Queen, would have been imprudent.

(*c*) If Rook to Q. sq., White would have first checked with his K.'s Bishop at his 7th, and then with the Q. B. at Q. R.'s third, winning easily.

(*d*) Had he ventured to take the Rook, mate would have followed in three moves.

(*e*) If he had taken with the P., White would have mated him in three moves.

*** Two more games have been subsequently played in this encounter, and the score now stands as follows:—

Harrwitz . . .	2	Medley . : . 3
Drawn . . .	0	

CHESS IN THE METROPOLIS.

Game played between M. Von Carnap and Mr. S——s, one of the strongest members of the London Chess Club.

White. (Mr. C.)	*Black.* (Mr. S.)	*White.* (Mr. C.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	29. Kt. to Q. B. 6th	K. R. to Kt. 6th
2. K. B. P. 2	P. takes P.	30. Kt. to Q. 4th	K. to K. 5th
3. K. B. to Q. B. 4th	Q. to K. R. 5th, ch.	31. K. to B. 2d	B. to Q. B. 4th
4. K. to B. sq.	K. Kt. P. 2	32. K. R. to K., ch.	K. R. to K. 6th
5. Q. Kt. to B. 3d	K. B. to K. Kt. 2d	33. Kt. to Q. Kt. 5th	B. to Q. Kt. 5th
6. Q. P. 2	Q. P. 1	34. Q. R. to Q. 4th, ch	K. to K. B. 4th
7. K. P. 1	P. takes P.	35. R. takes R.	P. takes R., ch.
8. Q. Kt. to Q. 5th	K. to Q., sq.	36. K. takes P. (*c*)	B. to Q. B. 4th
9. K. Kt. to B. 3d	Q. to R. 4th	37. K. Kt. P. 2, ch.	K. to K. 4th
10. P. takes P.	Q. B. to Q. 2d	38. Q. Kt. P. 2	B. takes R., ch.
11. Q. B. to Q. 2d (*a*)	K. Kt. to K. 2d	39. Kt. takes B.	K. R. P. 1
12. Q. B. to Q. Kt. 4th	Q. Kt. to B. 3d	40. Kt. to K. B. 3d, ch	K. to Q. 3d
13. Kt. takes Kt.	Kt. takes Kt.	41. K. to Q. 4th	R. to K. B. sq.
14. K. P. 1	P. takes P.	42. K. to K. 4th	R. to K. sq., ch.
15. B. takes P.	Q. to K. sq.	43. K. to Q. 4th	Q. R. P. 2
16. Kt. tks. K. Kt. P.	K. to B. sq.	44. Q. B. P. 1, ch.	K. to B. 3d
17. B. takes B., ch.	Q. takes B.	45. Q. R. P. 1	P. takes P.
18. Q. takes Q., ch.	K. takes Q.	46. P. takes P.	K. to Kt. 4th
19. R. to Q. sq., ch.	K. to K. sq.	47. K. Kt. P. 1	P. takes P.
20. R. to K. sq.	B. to B. 3d	48. P. takes P.	K. takes P.
21. Kt. to K. 4th	B. to K. 4th (*b*)	49. K. to Q. 5th	R. to K. Kt. sq.
22. B. takes Kt.	K. takes B.	50. K. to K. 6th	K. takes P.
23. Kt. to Q. B. 5th	K. to Q. 3d	51. K. to K. B. 7th	R. takes P.
24. Kt. takes P., ch.	K. to Q. 4th	52. Kt. takes R.	K. to Q. 4th
25. Q. B. P. 2, ch	K. to Q. 5th	53. K. to B. 6th	P. 2
26. Kt. to Q. R. 5th	B. to Q. 3d	54. K. to B. 5th	P. 1
27. R. to Q. sq., ch.	K. to K. 6th	55. Kt. to K. 4th	
28. K. R. P. 2	K. R. to K. Kt. sq.		

Drawn game.

[*Notes.*

Notes.

(*a*) This ingenious variation we owe to Mr. Schulten, of New York, and it is undoubtedly a valuable addition to the stock methods of carrying on the attack in the Bishop's gambit.

(*b*) The game here is played with great care on both sides, but White hardly appears to have made as much of his attack as he might have done.

(*c*) This was a grave slip, and might have cost the game.

CHESS IN INDIA.

(*To the Editor of the Chess Player's Chronicle.*)

Negapatam, April 14th, 1847.

DEAR SIR,—As an old subscriber to your Chess Magazine, I have noticed with pleasure that the players in India hold no inconsiderable place in your list of amateurs of the royal game. Bombay claims the celebrated Cochrane for her own, and Bengal can boast of the skilful player who writes under the general appellation of a Shagird. Madras has, as yet, laid no claim to the honour which a place in your Chronicle affords. I send the enclosed games to shew that Madras rivals her sister Presidencies, at least in the possession of some Chess votaries. Most of the natives in these parts are weak players, and there are few, to whom one, of moderate strength, could not give the odds of a Rook. From the rest, I must except a celebrated Brahmin at Tanjore, the champion of this part of the country. This man, Vencut Agar by name, would, I think, rank as a strong player in any country. He is of course ignorant of the Book openings, but he is a very cautious player, and his patience and resource in situations of difficulty always bring him through safely. I have none of his games recorded except the first we ever played together, which I had the good fortune to win by a *coup de main*. Since then, out of some twenty games we have contested, I have only been able to win one other and draw one; but, as they were all very long games, I was unable to remember all the moves when the opportunity of writing some of them down occurred. I hope at some future day to be able to send you a fair specimen of the skill of this Tamul Philidor.

I am your obedient Servant,

J. I. M.

The following are the Games alluded to in the foregoing communication:—

No. 1.

White. (Mr. M.)	*Black.* (VENCUT AGAR.)	*White.* (Mr. M.)	*Black.* (VENCUT AGAR.)
1. K. P. 2	K. P. 2	6. Q. to K. R. 5th, ch.	K. to Q. 2d
2. K. Kt. to B. 3d	Q. P. 1	7. B. to Q. B. 4th	Q. to K. B. 3d
3. Q. P. 2	K. B. P. 1 (*a*)	8. Q. B. to K. Kt. 5th	Q. to K. Kt. 3d
4. Q. P. takes P.	B. P. takes P.	9. Q. to K. Kt. 4th, ch.	K. to Q. 3d (*b*)
5. Kt. takes P.	Q. P. takes Kt.		

White mates in three moves.

Notes.

(*a*) English students learned in the books will smile at this move.

(*b*) The Brahmin is evidently thrown off his play by the rapidity of the (to him) unexpected attack.

No. 2.

Black. (Rev. B. C.)	*White.* (Mr. M.)	*Black.* (Rev. B. C.)	*White.* (Mr. M.)
1. K. P. 2	K. P. 2	19. Q. to her 2d	K. Kt. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	20. Kt. to K. Kt. 2d	R. to Q. sq.
3. Q. B. P. 1	K. Kt. to B. 3d	21. Kt. takes B.	R. takes Kt.
4. Q. P. 1	Q. P. 2	22. Q. to K. 3d	B. to K. 3d
5. Q. Kt. to Q 2d	P. takes P.	23. K. B. P. 1 (*b*)	P. takes P.
6. P. takes P.	B. to Q. B. 4th	24. R. takes P.	Kt. to K. 2d
7. B. to Q. B. 4th	Castles	25. K. Kt. P. 1	Q. R. to K. sq. (*c*)
8. Castles	K. R. P. 1	26. B. takes P., ch.	Kt. takes B.
9. Q. Kt. P. 2	B. to Q. 3d	27. R. takes Kt.	B. takes R.
10. B. to Q. Kt. 3d	Kt. to K. 2d	28. Q. takes R.	B. to K. 3d (*d*)
11. Kt. to K. R. 4th	K. to R. 2d	29. R. to K. B. sq. (*e*	Q. takes Q. B. P.
12. Kt. to Q. B. 4th	Kt. takes K. P.	30. Q. to K. 7th, ch.	Q. interposes
13. Q. to K. B. 3d.	K. B. P. 2	31. Q. takes Q., ch.	K. takes Q.
14. B. to Q. B. 2d	Kt. to K. Kt. sq. (*a*	32. Kt. to K. 3d	R. to Q. 5th
15. K. Kt. P. 1	Kt. to K. Kt. 4th	33. R. to Q. B. sq.	Q. B. P. 1
16. B. takes Kt.	Q. takes B.	34. Q. R. P. 1	B. takes Kt. P.
17. Q. R. to K. sq.	K. P. 1	35. R. to Q. B. 4th	R. takes R.
18. Q. to her sq.	Q. to K. B. 3d	36. Kt. takes R.	K. to B. 3d

And wins finally.

Notes.

(*a*) The only way to save a Pawn.
(*b*) A very masterly move.
(*c*) Bad as this move is, there seems no better on the board.
(*d*) The only play to save the game.
(*e*) This move loses the game.

No. 3.

Between the same players.

White. (Rev. B. C.)	*Black.* (Mr. M.)	*White.* (Rev. B. C.)	*Black.* (Mr. M.)
1. K. P. 2	K. P. 2	12. K. B. P. 2	Q. to K. B. 4th
2. K. Kt. to B. 3d	Q. P. 2	13. Q. to K. B. 3d	Castles
3. K. Kt. takes P.	Q. to K. 2nd	14. B. to Q. 3d	B. to Q. B. 4th, ch
4. Q. P. 2	K. B. P. 1	15. K. to R. sq. (*b*)	Q. Kt. to B. 3rd
5. K. Kt. to K. B. 3d (*a*	B. to K. Kt. 5th	16. Q. B. P. 1	Q. to K. 3rd
6. K. P. 1	P. takes P.	17. Kt. to Q. 2d	Q. Kt. to K. 4th
7. P. takes P.	B. takes Kt.	18. K. B. P. 1. (*c*)	Kt. takes Q.
8. Q. takes B.	Q. takes P. ch.	19. P. takes Q.	Kt. takes Kt.
9. K. B. to K. 2d	K. Kt. to B. 3rd	20. R. takes R., ch.	R. takes R.
10. Castles	B. to Q. 3d	21. Q. B. takes Kt.	Kt. to B. 7th, ch.
11. Q. to K. 3d	Kt. to K. 5th		

And after a few moves White resigned.

Notes.

(*a*) Q. Kt. to B. 3d, sacrificing the K. Kt., is the move here made by Cochrane.
(*b*) Had the Q. Bishop interposed, Black might have taken the K. B. P. with safety.
(*c*) Had White retreated the Q., Black would have forced mate by checking with Kt. at K. Kt. 6th.

No. 4.

White. (Mr. M.)	Black. (M. Prieux.*)	White. (Mr. M.)	Black. (M. Prieux.)
1. K. P. 2	K. P. 2	12. Q. Kt. to Q. 2d.	Kt. to K. 4th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	13. K. B. to K. 2d	P. to K. Kt. 3d
3. K.B. to Q. B. 4th	K. B. to Q. B. 4th	14. Q.Kt. to K.B. 3d	Kt. takes Kt., ch.
4. Q. B. P. 1	K. Kt. to B. 3d	15. B. takes Kt.	K. to Kt. 2d
5. Q. P. 2	B. to Q. Kt. 3d	16. K to R. sq.	K. R. to his sq.
6. Castles	Castles	17. K. Kt. P. 1 (*b*)	Q. to K. 4th
7. Q.B. to K.Kt. 5th	K. R. P. 1	18. Q. to Q. 5th	Q. B. takes R. P.
8. Q. P. takes P.	P. takes B.	19. Q. takes Q., ch.	P. takes Q.
9. P. takes Kt.	Q. takes P.	20. B. to K. Kt. 2d	B. to K. 3d (*c*)
10. K. R. P. 1	Q. P. 1	21. Q. Kt. P. 1.	Q. R. to Q. sq.
11. K. Kt. to R. 2d	Q. to K. B. 5th, (*a*		

And White resigned the game.

Notes.

(*a*) A very good move.

(*b*) White's position is already quite irretrievable: it is impossible to save the Pawn.

(*c*) Black makes the most of his advantages by this move, he forces another Pawn. Had he exchanged Bishops, White might have drawn the game.

* M. Prieux is the best player in Pondicherry.

SOLUTIONS TO PROBLEMS IN No. 24.

No. 93.

White.	Black.
1. Q. to Q. 7th	K. to K. B. 5th
2. Q. to K. Kt. 4th	

Mate.

No. 94.

White.	Black.
1. B. to K. 6th, ch.	K. to B. 3d, (or A. or B.)
2. B. to Q. B. 4th, dis. ch.	K. to K. 4th
3. K. to K. 6th	

Mate.

(A.)

	K. to K., or B.
R. to R. 8th, ch.	R. interposes
R. takes R.	

Mate.

(B.)

	K. to Kt. 3d
B. to K. Kt. 8th, ch.	

Mate.

No. 95.

White.	Black.
1. K. to Q. Kt. 7th, ch.	Kt. takes Kt.
2. R. to Q. R. 5th, ch.	Kt. takes R.
3. Kt. to Q. R. 4th	

Mate.

No. 96.

White.	Black.
1. Q. to Q. 6th, ch.	Kt. takes Q.
2. R. takes P., ch.	Kt. takes R.
3. B. to Q. 6th, ch.	B. interposes
4. K. to K. 5th	Mates with K. or B.

NOTICES TO CORRESPONDENTS.

"C. W." "P. J." and others.—Quite right. "The Sphynx" as given in the earliest impression can be solved in less than eleven moves. The error was soon discovered, and has been corrected.

"J. G. B."—A reply has been forwarded by post, explaining the cause of the delay in our acknowledgment of your very acceptable budget. In future, direct communications to the office of the C. P. C., and you will avoid all chance of miscarriage or postponement.

"J. R. E."—They shall have due attention.

"C. R. L."—Thanks, the suggested amendment shall be made,

"G. B. S." Must be good enough to re-write the position. His first description is quite incomprehensible.

"H. T. V."—We have yet to see "Hudson's Portable Chess Board." What is the price? and where is it obtainable?

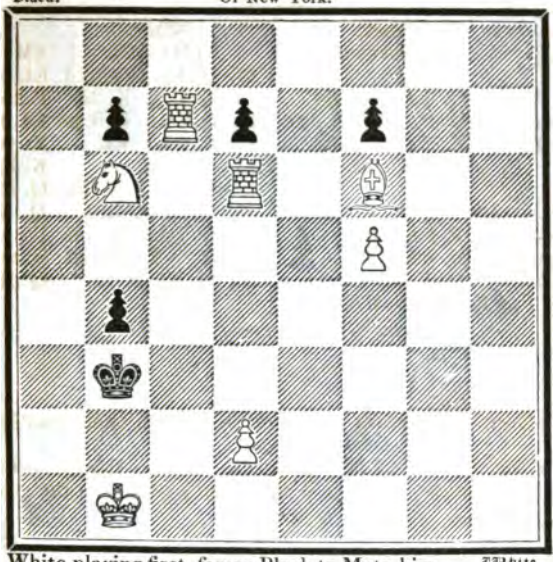
"R. F." "Observer."—Alexandre's Collection of Problems, two thousand in number, is to be had, we dare say, of Hastings in Carey Street.

"Scrutator."—Apply to Mr. H. G. Bohn, of York Street, Covent Garden, the Publisher of the new "Chess Player's Handbook."

PROBLEM No. 109.

By Mr. N. Marache, Of New York.

Black.



White playing first, forces Black to Mate him in six moves. White.

PROBLEM No. 110.

By Mr. S. Leow.*

Black.

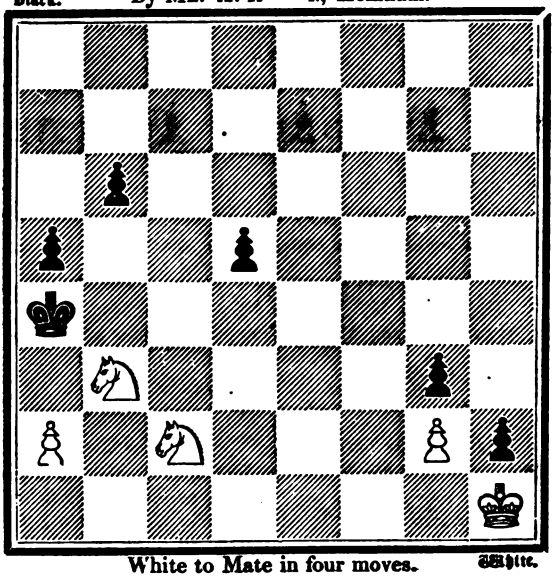
White to play, and Mate in four moves. White.

* From the Berlin Schachzeitung.

PROBLEM No. 111.

By Mr. A. L——n, Holkham.

Black.



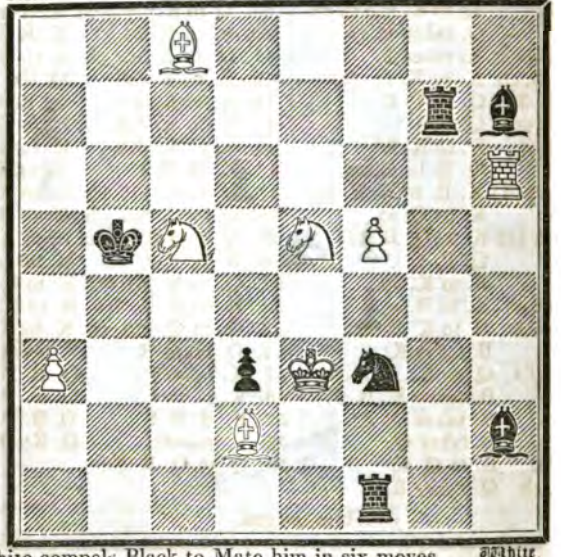
White to Mate in four moves.

White.

PROBLEM No. 112.

By Mr. M'G——y.

Black.



White compels Black to Mate him in six moves.

White.

THE

Chess Player's Chronicle.

No. 29. NEW SERIES. | SATURDAY, JULY 17, 1847. | PRICE THREE PENCE.

CHESS MATCH.

Between Mr. HARRWITZ and Mr. MEDLEY, the former giving the Pawn and two moves.

(Continuation of the games.)

GAME IV.

(Remove White's K. B. P. from the Board.)

Black (Mr. M.)	*White* (Mr. H.)
1. K. P. 2	
2. Q. P. 2	Q. Kt. to B. 3d
3. Q. Kt. to B. 3d	K. P. 2
4. P. takes P.	Kt. takes P.
5. K. B. P. 2	Kt. to K. B. 2d
6. K. B. to Q. B. 4th	K. Kt. to R. 3d
7. K. B. P. 1 (*a*)	K. B. to Q. Kt. 5th
8. Q. B. takes K. Kt.	B. takes Kt., ch.
9. P. takes B.	Q. to K. R. 5th, ch.
10. K. to B. sq.	Q. takes B. (*b*)
11. B. takes Kt., ch.	K. takes B.
12. Q. to her 5th, ch.	K. to K. sq. (*c*)
13. K. Kt. to B. 3d	Q. B. P. 1
14. Q. to Q. B. 4th	Q. P. 1
15. Q. R. to Q. sq.	K. to K. 2d
16. K. to B. 2d	Q. B. to Q. 2d
17. K. R. to K. sq. (*d*)	K. R. to K. B. sq.
18. K. to Kt. sq.	K. to Q. sq.
19. Q. to Q. 4th (*e*)	K. to Q. B. 2d
20. K. P. 1	Q. P. 1
21. K. P. 1	B. to K. sq.
22. Q. to K. 5th, ch.	K. to B. sq.
23. P. to Q. B. 4th	B. to K. R. 4th
24. P. takes P.	B. takes Kt.
25. P. takes B. (*f*)	Q. to Kt. 4th, ch.
26. K. to R. sq.	R. takes K. B. P.
27. Q. to Q. 6th	R. takes Q. P.
28. K. P. 1	R. takes Q.
29. P. queens, ch.	R. to Q. sq.
30. R. takes R., ch.	Q. takes R.
31. R. to K. 7th (*g*)	Q. R. to Kt. sq.
32. Q. to K. B. 7th	Q. to Q. 8th, ch.
33. K. to Kt. 2d	Q. to Q. 7th, ch.
34. K. to B. sq.	Q. to Q. 8th, ch.
35. R. to K. sq.	Q. to Q. 2d
36. R. to K. 8th, ch.	K. to B. 2d
37. R. to K. 7th (*h*)	R. to Q. sq.
38. R. takes Q., ch.	R. takes R.
39. Q. to K. B. 4th, ch.	K. to B. sq.
40. K. to K. 2d	K. R. P. 1
41. Q. to B. 8th, ch.	K. to B. 2d
42. K. to K. 3d	Q. Kt. P. 2
43. K. to K. 4th	Q. R. P. 2
44. K. to K. 5th	R. to Q. 4th, ch.
45. K. to K. 6th	R. to K. Kt. 4th
46. K. B. P. 1	R. to K. Kt. 7th
47. Q. to K. 7th, ch.	K. to Kt. 3d
48. Q. to Q. 8th, ch.	K. to R. 3d
49. Q. to Q. B. 8th, ch.	K. to Kt. 3d
50. K. B. P. 1	R. takes Q. B. P.
51. Q. to K. Kt. 8th	R. to K. Kt. 7th
52. K. to K. B. 7th	R. to K. Kt. 4th
53. Q. to Q. 8th, ch.	K. to Kt. 2d
54. Q. takes R.	P. takes Q.
55. K. takes P.	Q. B. P. 1
56. K. B. P. 1	Q. B. P. 1
57. K. B. P. 1	Q. B. P. 1
58. P. queens	Q. Kt. P. 1
59. Q. to Q. B. 5th	

White resigns.

[*Notes.*

Notes.

(*a*) This is premature. Better play, we believe, to move K. Kt. to B. 3d.

(*b*) Stronger, perhaps, to take this Bishop with Knight.

(*c*) King to his second seems preferable.

(*d*) P. to K. 5th would have been more forcible. If then White replied, by taking the Q. P. or by playing Q. P. one, Black must have obtained an irresistible attack by checking with the Queen at Q. Kt. 4th.

(*e*) A good move, but less effective than Q. to her Kt. 4th. In the latter case the following is, probably, the way the game would have proceeded :—

19. Q. to her Kt. 4th	19. K. to Q. B. 2d
20. P. to K. 5th	20. Q. P. takes K. P.

If White push on the Pawn, Black can attack the Bishop with K. P., winning without trouble.

21. R. takes B., ch.	21. K. takes R.
22. Q takes Q. Kt. P., ch.	22. K. to Q. 3d
23. R. to Q. sq., ch., and wins.	

(*f*) P. to Q. 6th might have been safely played.

(*g*) An excellent move.

(*h*) Q. takes Q., followed by R. takes R., would have speedily terminated the struggle.

GAME V.

Between the same Players.

(*Remove White's K. B. P. from the Board.*)

Black (Mr. M.)	*White* (Mr. H.)	*Black* (Mr. M.)	*White* (Mr. H.)
1. K. P. 2		23. K. to B. 2d	P. takes Kt.
2. Q. P. 2	Q. Kt. to B. 3d	24. R. takes B., ch.	K. to B. 2d
3. Q. Kt. to B. 3d	K. P. 2	25. Q. R. to K. 3d	K. R. to Q. 2d
4. P. takes P.	Kt. takes. P.	26. K. R. to Q. sq.	Q. R. to Q. sq.
5. K. B. P. 2	Kt. to B. 2d	27. R. takes R., ch.	R. takes R.
6. K. B. to Q. B 4th	K. Kt. to R. 3d	28. K. to K. 2d	R. to K. Kt. 2d
7. Q. to Q. 4th	Q. to K. R. 5th, ch.	29. R. to K. 6th	K. R. P. 2
8. K. Kt. P. 1	Q. to K. R. 4th	30. B. takes P.	R. takes P.
9. Q. Kt. to Q. 5th	K. to Q. sq.	31. B. to K. Kt. 4th	R. to Kt. 7th, ch.
10. K. B. P. 1	K. B. to Q. 3d	32. K. to Q. 3d	Q. R. P. 2
11. Kt. to K. B. 4th	B. takes Kt.	33. R. takes P.	Q. B P. 1, ch.
12. B. takes B.	R. to K. sq.	34. K. to Q. B. 3d	R. to K. Kt. 6th, ch.
13. K. B to K. 2d	Kt. to K. Kt. 5th	35. K. to Q. 4th	R. to K. Kt 7th
14. K. R. P. 1	Q. Kt. to K. R. 3d	36. R. to K. 6th	R. takes P.
15. Q. B. takes Q. Kt.	Q. takes B.	37. R. to K. 2d	R to Q. B. 8th
16. K. B. takes Kt.	Q. B. P. 2	38. K. B. P. 1	R. to K. B. 8th
17. Q. to Q. 3d	Q. Kt. P. 2	39. K. to K. 5th	K. to Q. sq.
18. Q. R. to Q. sq.	R. to K. 2d	40. B. to K. R. 5th	Q. Kt. P. 1
19. K. Kt. to B. 3d	Q. B. to Kt. 2d	41. K. B. P. 1	K. to K. 2d
20. Kt. to K. 5th	Q. to K. B. 3d	42. R. to Q. 5th, ch.	K to K. B. sq.
21. Kt. takes Q. P.	B. takes K. P.	43. R. to K. 8th, ch.	K. to Kt. 2d.
22. Kt. takes Q. dis. ch.	B. takes Q., dis. ch.	44. P. Q., ch.	

And wins.

GAME VI.

Between the same players.

Remove White's K. B. P. from the board.

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
1. K. P. 2		12. Castles.	Castles.
2. Q. P. 2	Q. P. 1 (*a*)	13. Q. Kt. to B. 3d	Q. to Q. 2d
3. B. to Q. 3d	Q. Kt. to B. 3d	14. Q. Kt. to K. 2d	Kt. tks K.Kt.P. (*d*
4. B. to K. 3d	K. P. 2	15. K. Kt. to R. 2d	Q. takes R. P.
5. Q. P. 1 (*b*)	Q. Kt. to K. 2d	16. Q. to Q. 2d	B. to K. B. 3d
6. K. B. P. 2	P. takes P.	17. B. to K. Kt. 3d	K. Kt. to K. R. 5th
7. B. takes P.	Q. Kt. to K. Kt. 3d	18. B. takes Kt.	Kt. takes B.
8. Q. B. to K. Kt. 3d	K. Kt. to B. 3d	19. Kt. to K. B. 4th	Q. to K. Kt. 6th, ch
9. K. R. P. 1	B. to K. 2d	20. K. to R. sq.	B. to K. 4th
10. K. Kt. to B. 3d	K. Kt. to K. R. 4th	21. Q. to K. sq.	B. takes Kt.
11. Q. B. to K. B. 2d	K. Kt. to K. B. 5th (*c*	22. Q. takes Q.	B. takes Q.

And Wins.

Notes.

(*a*) Properly answered, this gives a great attack to the opening player.
(*b*) It is rarely good play in these games to advance this Pawn to the 5th square.
(*c*) This is a fine position for White's Knight.
(*d*) The proper play. Black would lose a piece in return, if he take the Kt.

CHESS IN THE METROPOLIS.

The following smartly contested game was recently played between Messrs. HORWITZ and PERIGAL.

White. (Mr. H.)	*Black.* (Mr. P.)	*White.* (Mr. H.)	*Black.* (Mr. P.)
1. K. P. 2	K. P. 2	15. Q. R. to K. Kt. sq. (*b*	K. R. P. 1 (*c*)
2. K. B. P. 2	P. takes P.	16. K. R. P. 1	B. takes Kt., ch,
3. K. Kt. to B. 3d	K. Kt. P. 2	17. K. R. takes B.	B. to K. R. 3d
4. B. to Q. B. 4th	R. to K. Kt. 2d	18. B. to Q. Kt. 3d (*d*)	Kt. to Q. 2d
5. Q. P. 2	Q. P. 1	19. B. to Q. B. 2d	R. to K. Kt. sq.
6. Q. B. P. 1	K. R. P. 1	20. Q. R. to K. B. sq.	R. to K. Kt. 2d
7. Castles	Kt. to K. 2d	21. Kt. to Q. B. 4th	Q. to K. R. 5th
8. K. Kt. P. 1	K. Kt. to his 3d	22. Q. to K. 2d	Q. R. to K. Kt. sq.
9. Q. Kt. to R. 3d	Castles	23. K. P. 1	K. R. to Kt. 6th
10. Kt. P. takes P.	Kt. takes P.	24. B. to K. B. 5th	K. R. to Kt. 7th
11. Q. B. takes Kt.	P. takes B.	25. K. R. to K. B. 2d	P. to K. B. 6th (*e*)
12. Q. to her 2d	Q. to K. B. 3d	26. Q. takes P.	K. R. to K. Kt. 6th
13. K. to R. sq. (*a*)	B. to K. Kt. 5th	27. Q. to K. 2d	Q. to K. Kt. 4th
14. R. to K. B. 2d	K. to R. sq	28. Q. to K. sq.	Q. takes B.

And White resigns.

Notes.

(*a*) Preparatory to playing on the King's Pawn.
(*b*) By retreating the Knight to Knight's square, White might have gained the gambit Pawn.
(*c*) This affords Black an opportunity of bringing his K. B. to the aid of the endangered Pawn.
(*d*) Lost time, apparently. Kt. to Q. B. 2d, with the view of afterwards playing him to K. 3d, would have been better play, we believe.
(*e*) Mr. Perigal plays this termination very cleverly.

SOLUTIONS TO PROBLEMS IN No. 25.

No. 97.

White.	*Black.*
1. Kt. to K. 3d doub. ch.	K. to Q. 3d
2. P. takes Kt. dis. ch.	B. takes R.
3. Q. B. takes P., ch.	K. to K. 3d
4. P. takes Rook	

Mate.

No. 98.

White.	*Black.*
1. Q. takes R., ch.	Q. takes Q.
2. B. takes P.	B. takes Q. B. P. (*best*)
3. B. takes Q., ch.	K. to Kt. 4th (*best*)
4. R. to Q. Kt. 7th, ch.	Kt. interposes
5. R. takes Kt., ch.	K. to R. 5th
6. Kt. mates	

No. 99.

White.	*Black.*
1. Kt. to Q. 3d. dbl. ch.	K. to Kt. 6th
2. R. to K. Kt. 3d	Any move
3. Kt. or Rook	

Mates.

No. 100.

White.	*Black.*
1. Kt. to K. Kt. 8th, ch.	P. takes Kt.
2. R. takes Kt.	P. takes R.
3. Kt. to K. 4th	P. 1 becoming a Kt., ch. (*best*) (*a*)
4. Q. takes P. at R. 4th, ch.	P. takes Q.
5. Kt. to K. B. 3d, ch.	Kt. takes Kt.

Mate.

(*a*) If he make Q. or R., ch.—

White.	*Black.*
Q. to K. B. ch.	Q. or R. takes Q.

Mate.

If he create a Bishop—

Q. to K. B. 3d, ch.	B. takes Q.

Mate.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 21. 22. 23, and 24, (see pages 188 and 203.)

No. 21.

White.	*Black.*
1. R. to K. B. 8th, ch.	R. takes R. (*best*)
2. Q. to K. R. 4th, ch.	K. to Kt.
3. R. takes R., ch.	K. takes R.
4. Q. to Q. 8th	

Mate.

No. 22.

White.	*Black.*
1. Kt. to K. 6th, ch.	K. to B. 2d
2. Kt. to K. B. 5th, dis. ch.	K. takes Kt.
3. R. to K. 7th, ch.	K. to Q. 4th
4. Q. B. P. 2 sq.	

Mate.

No. 23.

White.	*Black.*
1. R. to Q. Kt., ch.	K. to Kt. 2d
2. Kt. to B. 8th. ch.	K. to B. 2d
3. R. to K. B. 6th, ch.	K. takes R.
4. R. to K. B. 8th	

Mate.

No. 24.

White.	*Black.*
1. Q. takes R., ch.	P. takes Q.
2. Kt. to Q. 5th. ch.	K. to B. 5th
3. Q. Kt. to his 2d	

Mate.

NOTICES TO CORRESPONDENTS.

"A. B. Z."—To obtain the games of the great match of 1843, between England and France, it is now necessary to purchase the whole volume in which they appear. Apply to Hastings of Carey Street, Lincoln's Inn.

"Theta."—If the proprietor of the small public room in question does not take in the Chess Player's Chronicle for the benefit of his chess visitors, the loss is his, not ours.

"Quiz."—The required alteration of "the Sphynx" in Mr. Staunton's "Handbook" will be made before a second impression is issued.

"G. S. S.," Liverpool.—Many thanks for the games. They shall appear very shortly.

"Eric."—If the acknowledged approval of the best players of the day, and a rapidly increasing sale, are indications of success, the new Handbook may be considered the most decided hit as a Chess publication which has yet been made.

"S. P. R. S."—The report is given as we received it, and the undue prominence assigned to the observations of the individual named must be a sufficient answer to the suspicion that our correspondent was actuated by design in the unimportant omission alluded to.

"X. Y. Z."—We are glad to hear that two matches of peculiar interest to the members of the Yorkshire Chess Association have been arranged. The first between Mr. Rhodes of Leeds and Mr. E. Cronheim of Halifax, and the other between the latter gentleman and Mr. Cadman of Leeds. The terms of each match are that five games shall be played, the winner of the first three to be conqueror. The contests are to take place in Leeds, beginning on the 19th instant, and we shall give the games in due course.

Contributions continue to pour in upon us in welcome profusion. We have the pleasant duty of acknowledging the receipt, within the last few days, of several interesting *parties* lately played by Mr. Donaldson, the well known victor in the London and Edinburgh match by correspondence, many years ago. Upwards of fifty capital games played by Mr. Harrwitz with our leading amateurs. Games between Messrs. Horwitz, Perigal, Kenrick and others. Games played at Liverpool, Hull, Dumfries, &c. Several admirable problems from our valued correspondents, the Rev. H. Bolton, and Messrs. Kling, M'G——y, Clare, Woodward, Annet, Norris, "A. L—— of Holkham," and "C. R. L."

CALVI'S ELEMENTARY LESSONS.

Continued from page 212.)

5. K. Kt. to his 5th	Castles
6. K. B. P. 2 sq.	Q. P 2 sq.

Had Black played his Queen's Pawn one square, you should play your Queen's Pawn one square to open a range for the Queen's Bishop.

7. K. P. takes Q P.	K. Kt. takes P.
8. B. takes Kt.	Q. takes B.

The game seems to be equal.

Fifth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. K. to R., R. to B.	Q. P. 1 sq.
5. Q. B. P. 1 sq.	K. Kt. to B. 3d

Black's move is a good one.

6. K. Kt. to his 5th | Castles

You would have done better had you played the Q. P. 1 square, before you moved your Knight to his fifth, which Black can now force to retreat ingloriously.

7. K. B. P. 2 sq.	K. R. P. 1 sq.
8. Q. P. 1 sq.	P. takes Kt.

Had you taken the K. B. Pawn with Knight, Black, after exchanging his Rook and Pawn for two minor pieces, would have remained with a good position. He would have consequently gained the value of a Pawn; two minor pieces being equal to a Rook and two Pawns.

9. P. tks. dbld. P. | K. Kt. to his 5th

Had Black played his Knight to Rook's second, you would have had a good game by playing your Queen to K. Rook's fifth.

10. K. R. P. 1 sq.	Kt. to B. 7th, ch.
11. R. takes Kt.	B. takes R.
12. Q. to K. R. 5th.	Q. Kt. to K. 2d
13. Dbld. P. 1 sq.	Kt. takes P.
14. Q. takes Kt.	Q. P. 1 sq.

Black has the better game

Sixth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B.toQ.B.4th	K. Kt. to Q. B. 4th
4. K. to R.R.to.K.	K. Kt. to B. 3d

Black could also take the K. B. Pawn with his Bishop, or play K. R. Pawn 1 sq., or Queen's P. 1 sq. In the first case, you should move the K. R. to B. and afterwards push on the Q.'s P. two squares, which would enable you to play your K. Knight to his fifth, occupying a position which would insure you the game.

The other two moves will be examined in the next two openings.

5. K.Kt. to his 5th	Castles
6. K. B. P. .2 sq.	K. R. P. 1 sq.

Had Black taken Pawn with Pawn, you should push on the King's Pawn.

7. Kt. tks. K. B.P.	R. takes Kt.
8. B. takes R. ch.	K. takes B.
9. P. takes P.	

Your game is to be preferred. The strength of your pieces equals that of your adversary, for the Rook and two Pawns are worth your two minor pieces, and your position is superior.

Seventh Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B. toQ.B.4th	K. B. to Q. B. 4th
4. K.toR.—R.toK	K. R. P. 1 sq.

Black's correct move is Queen's Pawn one square, to prevent the advance of your King's Pawn.

5. Q. B. P. 1 sq. | K. Kt. to B. 3d

Instead of playing K. Kt. to B. 3d, had Black have taken your K. B. P. with Bishop, you should move your Rook to K. B., and the next move take his K. B. P. with Bishop, checking.

6. Q. P. 2 sq.	P. takes P.
7. P. takes P.	K. B. to Q. Kt. 5th
8. K. P. 1 sq.	B. takes R.
9. P. takes Kt.	B. to Q. R. 4th
10. Q. P. 1	Kt. to his 5th
11. P. takes P.	R. to Kt.
12. QB.tks.K.R.P.	

Your game is evidently better than that of Black's.

Eighth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B to Q.B.4th	K. B. to Q. B. 4th
4. KtoR.—R.toB.	Q. P. 1 sq.
5. Q. B. P. 1 sq.	K. Kt. to B. 3d
6. Q. P. 2 sq.	K. B. to Q. Kt. 3d
7. K. Kt. to his 5th	K. P. takes Q. P.
8. K. B. P. 2 sq.	Q. P. takes K. P.
9. K. P. 1	Kt. to his 5th
10. K. B. P. tks. P.	Castles

Black's position is superior.

Ninth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B. 3d	Q Kt. to B. 3d
3. K.B.toQ.B.4th	K. B. to Q. B. 4th
4. KtoKt—RtoK.	Q. P. 1 sq.

Black's move is the best he can make in this position, whether your King be placed on the Knight or Rook's square.

5. Q. B. P. 1 sq.	K. Kt. to B. 3d

Had Black played the K. R. P. one square, you should push on the Queen's Pawn two squares, and after exchanging Pawns, move your Queen to Q. Kt. 3d square, which will give you a good game.

6. Q. P. 2. sq.	K. B. to Q. Kt. 3d
7. P. takes P.	K. Kt. to his 5th

Black's game is as good as your own.

Tenth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B.toQ.B.4th	K. B. to Q. B. 4th
4. KtoKt—RtoK.	K. Kt. to B. 3d
5. Q. B. P. 1 sq.	K. Kt. to his 5th

Had Black taken your King's Pawn with Knight, you should first capture the K. B. P. with Bishop, and then take Knight with Rook.

6. Q. P. 2, sq.	P. takes P.
7. K. R. P. 1 sq.	K. Kt. to B. 3d

Salvio, instead of playing K. R. P. one square, directs you to take Pawn with Pawn, which leads to an equal game.

8. P. takes P.	B. to Q. Kt. 5th
9. K. P. 1 sq.	B. takes R.
10. P. takes Kt.	

Your game is much better than Black's.

Eleventh Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B.toQ.B. 4th	K. B. to Q. B 4th
4. KtoKt—RtoK	Q. to K. B. 3d

In this position, it is also dangerous to bring out the Queen thus early.

5. Q. B. P. 1	Q. P. 1 sq.
6. Q. P. 1 sq.	Q. B. to K. 3d
7. KB.toQ.Kt.5th	Q. B. to Q. 2d
8. Q. P. 1	P. takes P.
9. B. takes Kt.	B. takes B.
10. P. takes P.	K. B. to Q. Kt. 5th

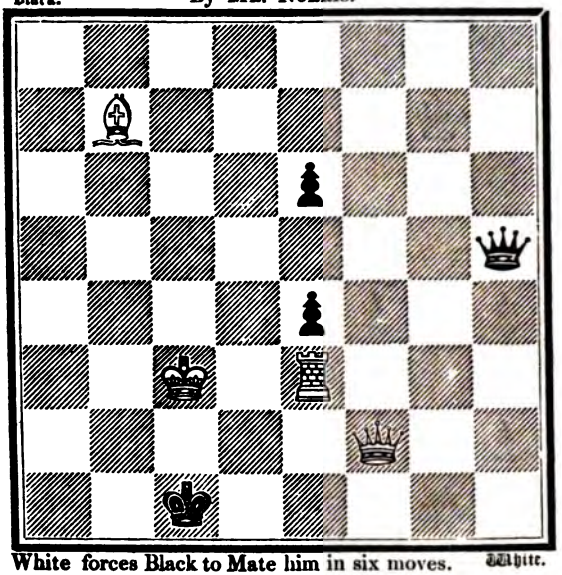
Your position is good—you have established your Pawns in the centre, and your game is well opened.

End of Twelfth Lesson.

PROBLEM No. 113.

By Mr. Norris.

Black.



White forces Black to Mate him in six moves. White.

PROBLEM No. 114.

By Mr. Clare.

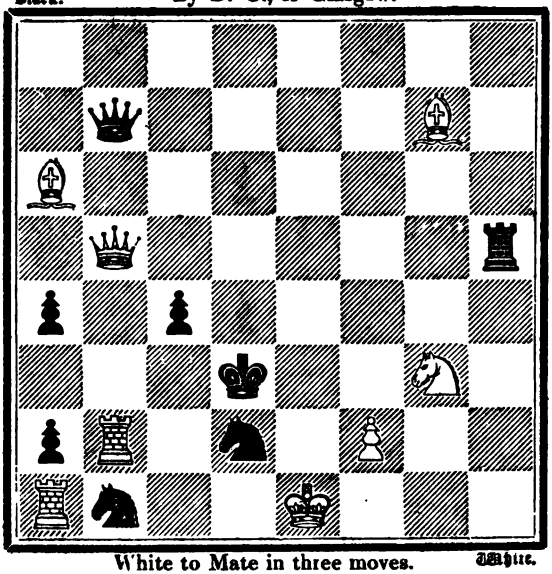
Black.

White playing first, Mates in eight moves. White.

PROBLEM No. 115.

By D. C., of Glasgow.

Black.



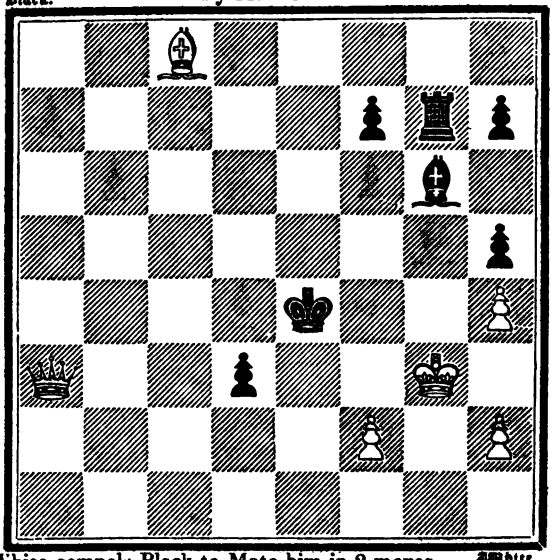
White to Mate in three moves.

White.

PROBLEM No. 116.

By Mr. Clare.

Black.



White compels Black to Mate him in 2 moves.

White.

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CHESS MATCH (*continued*).

GAME VII.

Match between Messrs. HARRWITZ and MEDLEY, the former giving the Pawn and two moves.

(*Remove White's K. B. P. from the Board.*)

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
1. K. P. 2		20. R. takes R.	R. takes R.
2. Q. P. 2	Q. P. 1	21. R. to K. B. sq.	R. takes R., ch.
3. Q. Kt. to B. 3d	Q. Kt. to B. 3d	22. K. takes R.	Kt. to K. 6th, ch.
4. K. B. P. 2	K. Kt. P. 1	23. K. to K. B. 2d	Kt. takes Q. B. P.
5. Q. P. 1	Q. Kt. to his sq.	24. K. to K. 2d	K. to Q. 3d
6. Q. to Q. 4th	K. Kt. to B. 3d	25. K. to Q. 3d	Kt. to Q. Kt. 5th, ch.
7. K. P. 1 (*a*)	Q. B. P. 2 (*b*)	26. B. takes Kt.	P. takes B.
8. Q. to Q. R. 4th, ch.	B. to Q. 2d	27. Kt. to K. B. 7th, ch.	K. to Q. 4th
9. K. B. to Q. Kt. 5th	P. takes P.	28. Kt. to K. Kt. 5th	K. R. P. 2
10. P. takes P.	K. Kt. to R. 4th	29. Kt. to K. R. 3d	K. P. 2
11. K. P. 1	K. B. to Kt. 2d (*c*)	30. Kt. to K. B. 2d	Q. Kt. P. 2
12. B. takes B., ch.	Kt. takes B.	31. Kt. to Q. sq.	Q. R. P. 2
13. Q. takes Kt., ch.	Q. takes Q.	32. Kt to K. 3d, ch.	K. to Q. B. 4th
14. P. takes Q., ch.	K. takes P.	33. Q. Kt. P. 1	K. to Q. 3d (*d*)
15. Q. B. to Q. 2d	K. R. to K. B. sq.	34. K. to K. 4th	K. to K. 3d
16. K. Kt. to B. 3d	B. takes Q. Kt.	35. Kt. to Q. B. 2d	K. to K. B. 3d.
17. B. takes B.	Kt. to K. B. 5th	36. Kt. to K. sq.	Q. R. P. 1
18. Castles K. R.	Kt. takes P.	37. Kt. to Q. 3d	P. takes P.
19. Kt. to K. 5th, ch.	K. to Q. B. 2d	38. P. takes P.	

And wins.

Notes.

(*a*) Black plays the opening with remarkable spirit.

(*b*) This move loses a piece, but in any case White has a forlorn game.

(*c*) It is quite evident that a piece must be surrendered.

(*d*) White struggles gallantly, but the opposing force is too strong for him.

GAME VIII.

(*Remove White's K. B. P. from the Board.*)

Black (Mr. M.)	*White* (Mr. H.)	*Black* (Mr. M.)	*White* (Mr. H.)
1. K. P. 2		24. Q. R. to Q. sq.	Q. B. P. 1
2. Q. P. 2	Q. P. 1	25. Kt. takes B., ch.	R. P. takes Kt.
3. Q. Kt. to B. 3d	Q. Kt. to B. 3d	26. R. to Q. 3d	Kt. to B. 4th
4. K. B. P. 2	K. P. 2	27. Q. R. to K. 3d	R. to Q. sq.
5. K. B. P. takes P.	Q. P. takes P.	28. K. R. P. 2	K. R. to K. sq.
6. Q. P. takes P.	Q. takes Q., ch.	29. K. to B. 3d	Q. R. to Q. 8th
7. K. takes Q. (*a*)	Q. Kt. takes P.	30. K. R. to K. sq.	K. R. to Q. sq.
8. Q. B. to K. B. 4th	QB. to K Kt. 5th, ch	31. Q. R. to K. 2d	Q. R. to Q. 5th
9. K. B. to K. 2d	Cas. on Q.'s side, ch	32. B. to K. 3d (*b*)	R. takes P.
10. K. to his sq.	B. takes B.	33. B. takes Kt.	R. takes R.
11. K. Kt. takes B.	Q. Kt. to K. Kt. 3d	34. R. takes R.	P. takes B.
12. K. Kt. P. 1	K. Kt. to B. 3d	35. R. to K. 7th	R. to Q. 2d
13. K. to his B. 2d	KB. to Q. B. 4th, ch	36. R. takes R.	K. takes R.
14. K. to B. 3d	K. R. to K. B. sq.	37. K. to B. 4th	Q. Kt. P. 2
15. K. R. to Q. sq.	Q. R. to K. sq.	38. K. to Kt. 5th	K. to K. 2d
16. Q. R. P. 1	K. R. P. 2	39. K. takes P.	K. to B. 3d
17. K. Kt. to Q. B. sq.	K. Kt. to his 5th	40. Q. B. P. 1 (*c*)	K. to B. 4th
18. K. Kt. to Q. 3d	B. to Q. Kt. 3d	41. Kt. P. 1, ch.	K. to B. 3d
19. K. R. to Q. 2d	Q. Kt. to K. 4th, ch.	42. K. Kt. P. 1, ch.	K. to B. 4th
20. Kt. takes Kt.	Kt. takes Kt., ch.	43. K. Kt. P. 1	P. to Q. B. 5th
21. K. to Kt. 2d	Kt. to Q. B. 5th	44. Q. R. P. 1	Q. Kt. P. 1
22. R. to K. 2d	Kt. takes Q. Kt. P.	45. Q. R. P. 1	Kt. P. 1
23. Kt. to Q. 5th	Kt. to R. 5th	46. Q. R. P. 1	Kt. P. 1

And White wins.

At the time of our going to press, the result of the play was as follows:—

Harrwitz	6	Medley	6	Drawn	0

Notes.

(*a*) It is not usually advisable for the party receiving the odds of P. and two moves, to exchange Queens early in the contest, because by so doing he lessens the restraint of his adversary's game.

(*b*) Tempting, but not sound.

(*c*) With mutually correct play, the game must have ended as a drawn battle; but by the injudicious advance of the Bishop's Pawn, Black permits his King to be locked up for the remainder of the fight, and enables his opponent to Queen a Pawn without opposition.

To the Editor of the Chess Player's Chronicle.

MY DEAR SIR,—I am reminded, by the appearance of a "Bishop's Gambit" in the last Number of the Chronicle, to perform a piece of tardy justice to the memory of a departed member of our club.

I wish to inform you that the variation of the "Bishop's Gambit" which, as analysed by Messrs. Schulten and Stanley, has lately occupied so much attention, was introduced into the Dublin Chess Club many years ago by the late Mr. Stephens, who won at it of every opponent. Some fine games, involving this variation, between him and Mr. Waller, have, I fear, not been preserved. I was too

lately promoted to the dignity of playing on even terms with Mr. S. to add much from my own experience. The following, however, which was the opening of my first game at this gambit with him, presents an interesting deviation from the mode of play recommended by Messrs. Schulten and Stanley.

White.	*Black.*
1. K. P. 2	1. K. P. 2
2. K. B. P. 2	2. P. takes P.
3. K. B. to Q. B. 4th	3. Q. to K. R. 5th, ch.
4. K. to B. sq.	4. K. Kt. P. 2
5. Q. Kt. to B. 3d	5. B. to K. Kt. 2d
6. Q. P. 2	6. Q. P. 1
7. K. P. 1	7. P. takes P.
8. Q. Kt. to Q. 5th	8. K. to Q. sq.
9. P. takes P.	9. B. to Q. 2d
10. K. Kt. to B. 3d	10. Q. to K. R. 4th
11. B. to Q. 2d	11. Q. B. P. 1
12. B. to Q. R. 5th, ch.	12. Q. Kt. P. 1

Here Messrs. Schulten and Stanley recommend the withdrawal of the Bishop, but Mr. Stephens always played—

13. Kt. takes P.	13. P. takes Kt.
14. B. takes P., ch.	

Followed by—

15. Q. to her 6th

And it will be found that White is sure of recovering the piece sacrificed, for if nothing better is to be done, he can play his Queen to Q. B. 7th, and then to Q. Kt. 7th, when Black is obliged to remove his Rook from the defence of the Knight. If Black played, at move 11, K. Kt. to K. 2d, Mr. S. used generally to reply with—

12. Kt. takes Kt.	12. K. takes Kt.
13. B. to Q. Kt. 4th, ch. &c.	

The following game at this opening was lately played by correspondence between a provincial chess player and myself; and as the termination is pretty, it may perhaps now be thought to deserve a place in the Chronicle:—

(Moves 1 to 10 as before given.)

11. B. to Q. 2d	11. K. Kt. to K. 2d
12. Kt. takes Kt.	12. K. takes Kt.
13. B. to Q. Kt. 4th, ch.	13. K. to K. sq.
14. Q. to her 5th	14. B. to Q. B. 3d
15. R. to Q. Kt. 5th	15. Q. to K. Kt. 3d
16. K. Kt. to Q. 4th	16. Q. R. P. 2
17. Q. R. to Q. sq.	

And Black resigns, for if he take the Bishop, he is mated in three moves by Q. to her 8th, ch.

I suppose it unnecessary for me to add, that while I claim for Mr. Stephens the independent discovery of this variation of the Bishop's Gambit, I do not mean to deny the originality and value of Mr. Schulten's investigations on the same subject.

I remain very truly yours,

Dublin, July 13, 1847. A DUBLIN CHESS PLAYER.

Between Mr. STAUNTON and an AMATEUR; Mr. S. giving the odds of his Q.'s Rook.

(Remove White's Q. R. from the Board.)

White (Mr. S.)	*Black* (Mr. K.)	*White* (Mr. S.)	*Black* (Mr. K.)
1. K. P. 2	K. P. 2	18. B. to K. 3d	Q. R. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	19. Kt. to Q. 4th	K. P. 1 (*a*)
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	20. Q. Kt. to his 3d	K. R. P. 1 (*b*)
4. Q. Kt. P. 2	B. takes Q. Kt. P.	21. Kt. to Q. B. 5th	Q. to K. Kt. 3d(*c*
5. Q. B. P. 1	B. to Q. B. 4th	22. R. to Q. sq.	P. to K. 5th
6. Castles	K. Kt. to B. 3d	23. Q. to her Kt. 3d	Kt. to Q. R. 4th
7. Q. P. 2	P. takes P.	24. Q. to her R. 4th	Q. Kt. P. 1
8. P. to K. 5th	Q. P. 2	25. Kt. takes Q. R. P.	Q. to her B. 3d
9. P. takes Kt.	P. takes B.	26. Q. to her R. 3d	Kt. to Q. B. 5th
10. R. to K. sq., ch.	Q. B. to K. 3d	27. Q. to her Kt. 3d	Kt. takes B.
11. Kt. to K. Kt. 5th	Q. takes P.	28. P. takes Kt.	K. R. to B. sq.
12. Kt. takes Q. B.	P. takes Kt.	29. K. R. P. 1	Q. to K. B. 3d
13. Q. to K. R. 5th, ch.	K. to Q. 2d	30. Q. to her B. 4th	Q. to K. B. 7th, ch.
14. Q. takes B.	Q. R. to Q. sq.	31. K. to R. 2d	Q. to K. B. 2d
15. Q. takes Q. B. P.	K. R. to K. sq.	32. Q. to Q. B. 6th (*d*	R. to Q. 4th (*e*)
16. Q. Kt. to Q. R. 3d	K. to Q. B. sq.	33. R. to K. B. sq.	
17. Q. Kt. to his 5th	P. to Q. 6th		

And Black resigns.

Notes.

(*a*) Had he taken the Kt., White's game would have been to retake with the Pawn.

(*b*) This looks very like losing time.

(*c*) Protecting his advanced Pawn, and at the same time preventing the dangerous check of the adverse Q. at K. Kt.'s 4th.

(*d*) White might also have taken the K.'s P., but in that case Black would have answered with Q. to her 4th, and have escaped all further attack.

(*e*) A fatal error.

SOLUTIONS TO PROBLEMS IN No. 26.

No. 101.

White.	*Black.*
1. B. to K. 4th, ch.	K. to Q. 3d
2. Kt. to K. B. 7th, ch.	K. takes R.
3. Kt. to Q. R. 6th, ch.	K. to Kt. 2d
4. Kt. takes B.	Kt.

Mates.

No. 102.

White.	*Black.*
1. B. to Q. R. 8th	P. one
2. B. to Q. 5th	P. takes B.
3. P. to K. 6th	P. one
4 P.	

Mates.

No. 103.

White.	*Black.*
1. Q. to K. Kt. 4th, ch.	K. to R. 3d
2. K. to R. 4th,	R. to Q. Kt. 5th, or any move.
3. Q. to K. B. 6th	

Mate.

No. 104.

White.	*Black.*
1. Q. to K. R. sq., ch.	R. to Kt.
2. Q. to K. R. 8th, ch.	R. covers
3. Q. to Q. 4th	P. one
4. Q. to K. Kt., ch.	R. covers
5. Q. to K. Kt. 7th, ch.	P. covers (*best*)
6. Q. takes P., ch.	R. covers
7. Q. to K. Kt., ch.	R. covers
8. Q. to K. Kt. 7th, ch.	R. covers
9. Q. to Q. 4th	K. moves
10. Q. to Q. sq.	

Mate.

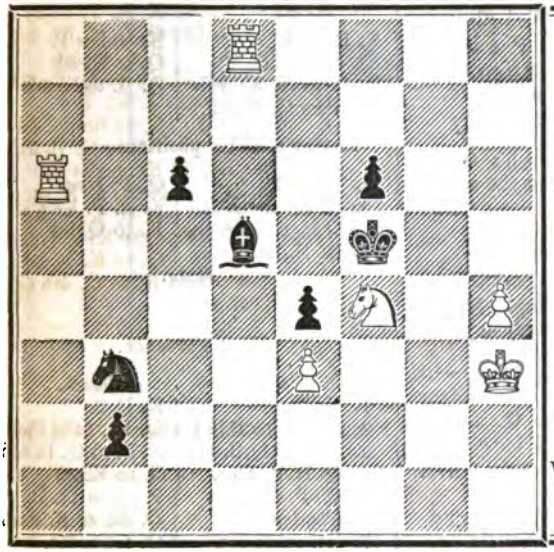
NOTICES TO CORRESPONDENTS.

"T. K——e."—1st. In the position sent, it strikes us the game should be drawn, as we cannot at present see how Black, without ruinous loss, can avoid perpetual check. It might be well, however, as there is a good deal of play in the situation, for both parties to make a few more moves. 2d. Your friend's definition of a "forced mate" is the correct one. 3d. Baron Perenny's "Mnemonics of Chess" may probably be obtained through the medium of Messrs. Williams and Norgate.

CALVI'S ELEMENTARY LESSONS.

Continued from page 228.)

PROBLEM No. 25.



White to mate in three moves.

PROBLEM No. 26.

White.

K. on his R.'s sq.
Q. on K. B. 6th
R. on K.'s 2d
Pawns on Q.'s 3d, K. R.'s 2d, and K. Kt.'s 2d

Black.

K. on Q. Kt.'s 6th
Q. on Q. B. 4th
R. on Q. R.'s 6th
Pawn on Q. Kt.'s 5th

White to mate in 4 moves.

CALVI.

THIRTEENTH LESSON.

Second Section.

King's Knight's Openings.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th

In the preceding Lesson, we have said that this method of opening the game is called the "*giuoco piano*." In this, we intend to examine what advantages White may derive by playing the Q. B. P. 1 square, at the fourth move.

The last Opening in this Lesson will shew what is, in our opinion, the best defence.

4. Q. B. P. 1 sq.	Q. to K. 2d

Black can also play—

Q. to K. B. 3d
Q. P. 1 square
K. Kt. to K. 2d
K. Kt. to B. 3d

These four moves will be analyzed in the four succeeding Openings.

Q. to K. 2d on the part of Black is not a good defensive move. It has, however, been given as such, by Ponziani in 1769, and it is so in reality, if you follow the rules of the Italian game, wherein the Pawns cannot be taken in passing.

The Amateurs in their Treatise, page 188, 1786, and Sarratt also, give it as a good move; but the attacks which have been since invented, prove that these authors are in error.

5. Q. P. 2 sq.	P. takes Q. P.
6. Castles	P. takes B. P.

Black could also play the Q. Kt. to K. 4th. (See the first Variation.)

7. Q. Kt. takes P.	Q. P. 1 sq.

If instead of playing Q. P. 1 square, Black had played his K. Kt. to B. 3d, you should push on the King's Pawn.

8. Q. Kt. to Q. 5th	Q. to Q. sq.

Black could also withdraw his Queen to her second square. (See the second Variation.)

9. Q. Kt. P. 2 sq.	B. takes P.

By sacrificing your Q. Kt. P., you open a line for your Queen's Bishop, without giving your adversary any time to make a good defensive move.

Black, instead of taking Pawn with Bishop, could take it with the Knight, or withdraw his Bishop to Q. Kt. 3d. In the first case, he would have lost a piece; in the second, you should play as follows:—

Q. B. to Kt. 2d	K. Kt. to B. 3d
Kt. takes Kt.	P. takes Kt.
K. Kt. to his 5th	Q. B. to K. 3d
Kt. takes B.	P. takes Kt.
B. takes P.	

Your position is better than Black's.

10. Kt. takes B.	Kt. takes Kt.
11. Q. to her Kt. 3d	Q. Kt. to B. 3d

Had Black supported his Kt. with Pawn, you should play Queen's Bishop to Q. Kt. 2d.

12. Q. B. to Kt. 2d	K. Kt. to B. 3d

Black could also move his Queen's Knight to K. 4th. You should, in that case, play as follows:—

Kt. takes Kt.	Q. P. takes Kt.
K. B. tks. K.B.P., ch.	K. to his 2d
Q. B. to Q. R. 3d, ch.	K. to K. B. 3d

You can now give mate in three moves.

13. K.B.tks.K.B.P.,ch	K. to his 2d

If Black move his K. to B. sq., you should play:—

K. P. 1 sq.	Kt. takes P.
Kt. takes Kt.	Q. to K. 2d
K. B. to K. Kt. 6th	Q. B. to K. 3d
Q. takes Q. Kt. P.	

Having a better position—

14. K. P. 1	Q. P. 1 sq.
15. K. Kt. to his 5th	K. R. P. 1 sq.
16. Q.B.to R.3d, ch.	K. to Q. 2d
17. K. P. 1. sq.	

Mate.

First Variation.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B. to Q.B. 4th	K. B. to Q. B. 4th
4. Q. B. P. 1 sq.	Q. to K. 2d
5. Q. P. 2 sq.	P. takes Q. P.
6. Castles	*Q. Kt. to K.'s 4th*
7. Kt. takes Kt.	Q. takes Kt.
8. K. B. P. 2 sq.	P. takes P., dis ch.
9. K. to R.	Q. to K. 2d

Had Black taken the Pawn with Pawn, you should take his Queen with Pawn, and afterwards move your Queen to her 5th, having an excellent game.

10. Q. Kt. takes P.	Q. B. P. 1 sq.
11. K. P. 1 sq.	K. Kt. to R. 3d
12. K. B. P. 1 sq.	

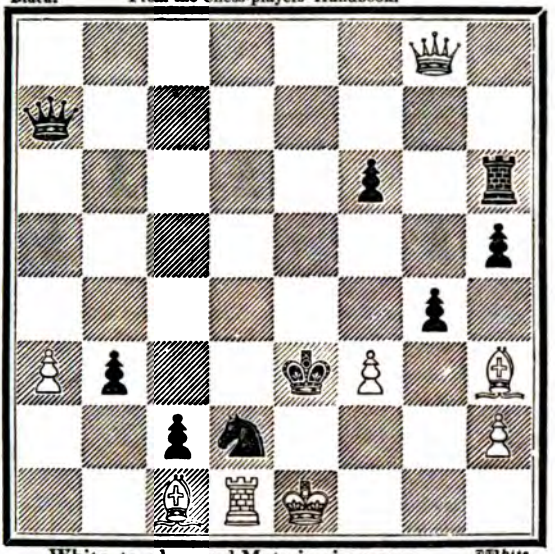
In this position, you have much the better game. According to the Italian laws, Black, at his eleventh move, could have pushed on his Q.'s P. two squares, instead of playing his K. Kt., which would have given him the better game.

PROBLEM No. 117.

By the Rev. H. Bolton.

From the Chess-players' Handbook.

Black.

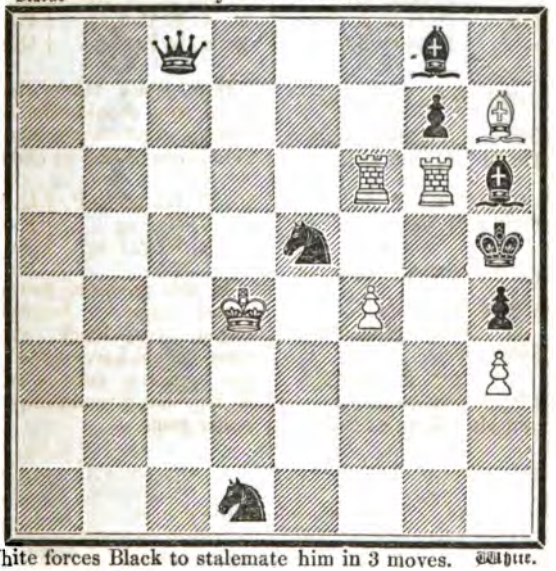


White to play, and Mate in six moves. White.

PROBLEM No. 118.

By Mr. Clare.

Black.



White forces Black to stalemate him in 3 moves. White.

PROBLEM No. 119.

By Mr. C. R. L——e.

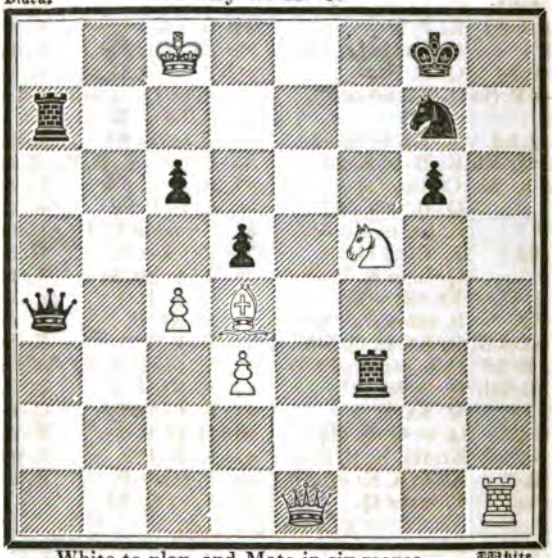
Black.

White Mates in eight moves. White.

PROBLEM No. 120.

By W. H. C.

Black.



White to play, and Mate in six moves. White.

THE

Chess Player's Chronicle.

No. 31. NEW SERIES. | SATURDAY, JULY 31, 1847. | PRICE THREE PENCE.

CHESS MATCH (*continued*).

GAME IX.

Match between Messrs. HARRWITZ and MEDLEY, the former giving the Pawn and two moves.

(*Remove White's K. B. P. from the Board.*)

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
1. K. P. 2		25. R. to K. B. 3d	B. to K. R. 5th
2. Q. P. 2	Q. P. 1	26. B. takes P.	Kt. takes K. P.
3. Q. B. P. 2	Q. Kt. to B. 3d	27. B. to Q. B. 6th	Q. R. to Q. sq.
4. Q. Kt. to B. 3d	K. P. 2	28. R. takes R., ch.	K. takes R.
5. Q. P. 1	Q. Kt. to Q. 5th	29. Kt. to Q. 3d	K. to his 2d
6. Q. B. to K. 3d	Q. B. P. 2	30. R. to Q. B. sq.	K. to Q. 3d (*d*)
7. Q. P. takes P. (in passing)	Q. Kt. takes P.	31. R. to Q. B. 4th	Kt. to K. B. 3d
8. K. B. to Q. 3d	K. Kt. to R. 3d	32. R. takes B.	Kt. takes Q. P.
9. Q. Kt. to Q. 5th	K. B. to K. 2d	33. B. takes Kt.	K. takes B.
10. K. Kt. to K. 2d	Castles (*a*)	34. R. takes K. R. P.	R. to Q. 2d
11. Castles	Q. B. to K. 3d	35. R. to R. 5th	R. to K. 2d
12. K. B. P. 2	K. Kt. to Kt. 5th	36. K. to B. 2d	K. to Q. 5th
13. Q. to her 2d	K. B. to his 3d	37. Kt. takes K. P.(*e*	R. takes Kt.
14. K. B. P. 1	Q. B. to K. B. 2d	38. R. takes R.	K. takes R.
15. K. R. P. 1	Kt. takes B.	39. K. to his 3d	K. to K. B. 4th
16. Q. takes Kt.	B. takes Kt.	40. Q. R. P. 1	K. Kt. P. 1
17. Q. B. P. takes B.	Q. Kt. to Q. 5th	41. K. Kt. P. 1	K. to his 4th
18. Kt. to Q. B. 3d	Q. to her Kt. 3d(*b*)	42. K. R. P. 1	K. to his B. 4th
19. Kt. to Q. R. 4th	Q. to Kt. 5th	43. K. to his B. 3d	K. to K. 4th
20. Q. Kt. P. 1	Q. Kt. P. 2	44. K. Kt. P. 1	Q. R. P. 1
21. Kt. to Kt. 2d	Q. to Q. B. 4th	45. K. to his 3d	Q. R. P. 1
22. K. to R. sq.	Kt. tks. K. B. P. (*c*	46. Q. R. P. 1	K. to Q. 4th
23. Q. takes Q.	Kt. to K. Kt. 6th, ch	47. K. R. P. 1	P. takes P.
24. K. to Kt. sq.	P. takes Q.	48. P. takes P.	K. to K. 4th
		49. K. to Q. 3d	

And White resigns.

Notes.

Notes.

(*a*) Mr. Medley has not made the most of his odds in this opening. White is still the Pawn deficient; but in other respects his game is as good as his opponent's.

(*b*) This is a good move, and renders it extremely difficult for Black to avoid some loss. His best reply, perhaps, is Kt. to Q. sq. The move he really adopts, is of no avail.

(*c*) White gains a Pawn by this manœuvre.

(*d*) This unfortunate step, so natural a one to save the menaced Pawns, that nine players out of ten would make it, loses a clear piece. His proper play, we believe, was B. to K. Kt. 6th; but even then Black could have taken the King's Pawn safely.

(*e*) The most expeditious mode of winning, though a bold one in a match game.

CHESS IN SCOTLAND.

THROUGH the kindness of a friend, we are enabled to present a few games recently played by Mr. Donaldson, the leading player of Scotland, a gentleman whose name is familiar to most players, from the celebrity attached to the great match by correspondence many years ago, between London and Edinburgh, in which Mr. Donaldson took so successful and distinguished a part. Since that period Mr. D. has devoted but little time to the practice of chess, and hence the present games will afford but an imperfect notion of his powers of play in days lang syne:—

Between Mr. DONALDSON and Dr. R., at the Edinburgh Chess Club.

White (Mr. D.)	*Black* (Dr. R.)	*White* (Mr. D.)	*Black* (Dr. R.)
1. K. P. 2	K. P. 2	11. K. B. to R. 4th	K. Kt. P. 2
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th	12. Q. B. to K. Kt. 3d	K. Kt. to K. R. 4th
3. K. Kt. to B. 3d	Q. Kt. to B. 3d	13. Q. P. 1	K. Kt. P. 1
4. Q. B. P. 1	K. Kt. to B. 3d	14. Q. P. 1	P. takes Kt.
5. Q. Kt. P. 2	K. B. to Q. Kt. 3d	15. Q. takes P.	Q. B. to K. Kt. 5th
6. Q. P. 1	Q. P. 1	16. P. takes Kt.	P. takes P.
7. Q. B. to K. Kt. 5th	K. R. P. 1	17. Q. to her 3d	Cas. on K.'s side
8. Q. B. to K. R. 4th	Q. B. to K. 3d	18. Q. to her B. 4th	Q. P. 1
9. Q. Kt. to R. 3d	Q. to her 2d	19. Q. takes doubld. P.	
10 K. B. to Q. Kt. 5th	Q. R. P. 1		

Black surrenders.

Between Mr. DONALDSON and CAPT. J. G. BELL.

White. (Capt. B.)	*Black*. (Mr. D.)	*White*. (Capt. B.)	*Black*. (Mr. D.)
1. K. P. 2	K. P. 2	13. Kt. tks Q. B. P., ch	K. to Q. sq.
2. K. B. P. 2	P. takes P.	14. K. P. 1 (*c*)	K. B. P. takes P.
3. K. Kt. to B. 3d	K. Kt. P. 2	15. Kt takes R.	Q. Kt. to B. 3d
4. K. B to Q. B. 4th	K. Kt. P. 1	16. Q. to K. R. 5th	K. P. 1
5. Castles	P. takes Kt.	17. B. to K. Kt. 3d	K. Kt. to B. 3d
6. Q. takes P.	Q. to K. B. 3d	18. Q. to K. B. 3d	Q. to K. Kt. 5th
7. Q. Kt. to B. 3d (*a*	Q. to her 5th, ch.	19. Q. to B. 2d	K. Kt. to Q. 4th
8. K. to R. sq.	Q. takes B.	20. Q. R. to K. sq.	B. to Q. 3d
9. Kt. to Q. 5th	B. to Q. 3d (*b*)	21. K. R. P. 1	Q. to K. R. 4th (*d*
10. Q. P. 1	Q. to her 5th	22. B. to K. R. 4th, ch	Q. Kt. to K. 2d
11. B. takes P.	Q. to K. Kt. 2d	23. K. Kt. P. 2	Q. to K. Kt. 3d
12. K. P. 1	B. to K. 2d		

And the game was eventually won by Black. (*e*) *Notes.*

Notes.

(*a*) This ingenious variation on the Muzio, by which the opening player gives up his King's Bishop as well as Knight, is the invention of Captain J. G. Bell, and will be found alluded to at page 242 of our fourth volume.

(*b*) In spite of the enormous sacrifice involved, the attack is still so powerful that without much care and skill it will get the upper hand. This appears a very inefficient defence.

(*c*) Taking the Rook we should think the better play.

(*d*) Fearing the consequences of the check of the Bishop at K. R. 5th, Black dare not play away his Queen.

(*e*) Captain Bell, however, is of opinion, that by playing (23) Q. B. P. two, and then taking the Q. R. P. with his Q., he ought to have won.

Between the same Players.

White. (Capt. B.)	*Black.* (Mr. D.)	*White.* (Capt. B)	*Black.* (Mr. D.)
1. K. P. 2	K. P. 2	12. Castles on K.'s side	Q. Kt. P. 2
2. K. B. P. 2	P. takes P.	13. Q. R. P. 2	Q. Kt. P. 1
3. K. Kt. to B. 3d	K. Kt. P. 2	14. Q. to K. 2d	Q. Kt. to B. 4th
4 Q. P. 2	K. Kt. P. 1	15. K. B. to Q. B. 4th (*a*	Q. takes K. P.
5. Q. B. takes P.	P. takes Kt.	16. K. B. takes P., ch	K. takes B.
6. Q. takes P.	Q. to K. 2d	17. Q. to K. R. 5th, ch	Q. to K. Kt. 3d
7. Q. Kt. to B. 3d	Q. B. P. 1	18. Q. takes Kt.	Q. B. to R. 3d
8. Q. P. 1	K. B. to K. Kt. 2d	19. P. to Q. B. 4th	K. to his sq.
9. Q. P. 1	B. takes Kt., ch	20. Q. R. to K. sq., ch	K. to Q. sq.
10. P. takes B.	Q. to K 3d	21. Q. to Q. R. 5th, ch	
11. K. B. to Q. 3d	Q. Kt. to R. 3d		

Black resigns.

Note.

(*a*) The subsequent portion of this skirmish is very neatly played by Captain Bell.

*** We shall resume these games next week.

CHESS IN FRANCE.

THE two following games were played simultaneously, by M. KIESERITZKIJ without seeing the Chess-board, against MM. BARTHES and OUDART.

White. (M. K.)	*Black.* (M. B.)	*White.* (M. K.)	*Black.* (M. B.)
1. K. P. 2	K. P. 2	14. Q. B. takes P.	Q. Kt. to R. 3d
2. K. B. P. 2	Q. P. 2	15. Q. Kt. to K. 4th	B. takes K. Kt.
3. P. takes Q. P.	Q. takes P.	16. B. takes B.	K. Kt. to his 3d
4. Q. Kt. to B. 3d	Q. to K. 3d	17. Q. to Q. B. 3d	K. R. to Kt. sq.
5. K. Kt. to B. 3d	P. tks. P. dis. ch.	18. Q. R. to K. sq.	Q. R. to Q. sq.
6. K. to B. 2d	B. to Q. B. 4th, ch. (*a*	19. Q. to Q. R. 3d, ch.	Kt. to K. 2d
7. Q. P. 2	B. to Q. 3d	20. Kt. to Kt. 5th	Q. R. to Q. 2d
8. B. to Q. Kt. 5th, ch	K. to B. sq.	21. B. to Q. 6th	Q. Kt. P. 2
9. K. R. to K. sq.	Q. takes R., ch.	22. R. takes K. P.	Q. B. P. 1
10. Q. takes Q	K. Kt. to K. 2d	23. Q. to K. B. 3d, ch.	K. to his sq.
11. K. Kt. to K. 5th	Q. B. P. 1	24. Q. to her R 8th, ch	R. to Q. sq.
12. K. B. to Q. B. 4th	Q. B. to K. 3d	25. R. takes Kt., ch.	K. to B. sq.
13. B. takes B.	P. takes B.	26. Q. takes R.	

Mate.

Note.

(*a*) This is generously playing M. Kieseritzkij's game for him. In England it is rare to find opponents so accommodating, or Blindfold Chess would be a much less difficult achievement than we have been led to think it.

Played at the same time with the preceeding, M. KIESERITZKII without seeing the board.

White. (M. K.)	*Black.* (M. O.)	*White.* (M. K.)	*Black.* (M. O.)
1. K. P. 2	K. P. 2	17. Q. Kt. to Q. 2d	K. R. to B. sq.
2. Q. P. 2	P. takes P.	18. Q. to K. Kt. 3d	K. R. to B. 4th
3. K. Kt. to B. 3d	Q. B. P. 2	19. K. B. P. 2	P. to K. Kt. 4th
4. K. B. to Q. B. 4th	K. Kt to B. 3d	20. P. tks. K. Kt. P.	R. takes K. Kt. P.
5. K. P. 1	Q. to K. 2d	21. Q. to K. R. 2d	P. to Q. 6th
6. Castles	Kt. to K. 5th	22. K. Kt. to B. 3d	K. R. to B. 4th
7. B. to Q. 5th (*a*)	K. B. P. 2	23. Q. R. to Q. sq.	Q. B. P. 1
8. R. to K. sq.	Q. Kt. to B. 3d	24. Q. Kt. P. 1	Q. R. to K. Kt. sq.
9. B. takes K. Kt.	P. takes B.	25. K. R. to K. 3d	Q. to K. B. sq.
10. R. takes P.	Q. P. 2	26. Kt. to Q. 2d	Q. P. 1
11. Q. B. to K. Kt. 5th	Q. to K. 3d	27. P. takes Q. P.	Kt. takes Q. P.
12. R. to K. sq.	B. to K. 2d	28. Kt. tks. Q. B. P. (*b*	Kt. to K. 7th, ch.
13. B. takes B.	Q. takes B.	29. R. takes Kt.	P. takes R.
14. Q. B. P. 1	Q. B. to K. Kt. 5th	30. Kt. to Q. 6th, ch.	K. to Q. 2d (*c*)
15. K. R. P. 1	B. takes Kt.	31. P. to K. 6th, ch.	K. takes P.
16. Q. takes B.	Castles on Q.'s side		

And wins.

Notes.

(*a*) R. to K. square, would have been stronger play.
(*b*) "P. takes P.," appears a much better move.
(*c*) Black might even have taken this Knight with his Queen, and then if White checked with the Rook, have interposed the Q. at B.'s 3d.

SOLUTIONS TO PROBLEMS IN No. 27.

No. 105.

White.	*Black.*
1. R. takes Kt.	Q. to Q. R. 4th, (*best*)
2. Q. to Q. 5th	Q. takes Q.
3. R. takes Q.	K. takes P.
4. K. to B.	Kt. P. takes B.
5. R. to Q. 4th	Q. Kt. P. 1
6. R. to K. B. 4th	

Mate.

No. 106.

White.	*Black.*
1. Kt. to Q. 5th	Kt. takes B. (or A)
2. Kt. takes Q. Kt. P., ch.	K. moves
3. Q. to R. 7th, ch.	K. moves
4. Kt. to Q. R. 8th	Any move
5. Mates	

(A.)

	P. takes Kt.
2. Q. B. to Q. 6th dis. ch.	Kt. covers
3 B. K. to K. B. 5th, ch.	R. covers
4. Q. takes Kt.	

Mate.

No. 107.

White.	*Black.*
1. Q. takes B., ch.	P. takes Q.
2. R. to Q. R. 5th	Q. takes R. (*a*)
3. Kt. to Q. B. 6th	(Or Q. to Q. 4th)

Mate.

(*a*) If Q. move to B. 4th, R. takes Q., mate; or, if R. take Kt., R. to K. Kt. 5th, mate.

No. 108.

White.	*Black.*
1. Q. to K. 7th, ch.	K. to K. 4th (*a*)
2. Q. to K. Kt. 7th, ch.	K. to Q. 4th
3. Kt. to K. 7th, ch.	K. to Q. 3d
4. R. takes P.	R. interposes (*best*)
5. Kt. to Q. B. 8th, ch.	K. to Q. 4th
6. Q. to K. Kt. 5th. ch.	B. covers
7. Q. takes B.	

Mate.

(*a*) If King move to K. Kt. 4th, mate ensues in four moves.

NOTICES TO CORRESPONDENTS.

"Gamma."—Always acceptable. The best shall speedily appear.

"M. T. G. R."—There are promise and purpose about some of the moves by the first players in the game sent, but a singular deficiency in knowledge of the openings on the side of his adversary. A few months' study of "The Handbook," and constant practice with good players, will wonderfully improve the style of both parties.

"G. C."—Problem No. 114 is the production of Mr. Kling, and not Mr. Clare, to whom it was wrongly ascribed.

"A. B. S."—Thanks for the positions, they shall have due attention.

"F. R. S."—The match by correspondence, between London and Edinburgh, was begun in April, 1824, and terminated in July, 1828.

CALVI'S ELEMENTARY LESSONS.

Continued from page 236.

Second Variation from Black's Eighth Move.

	Q. to her 2d
9. Q. Kt. P. 2 sq.	B. takes P.

Had Black withdrawn his Bishop to Q. Kt. 3d, you should play as follows :—

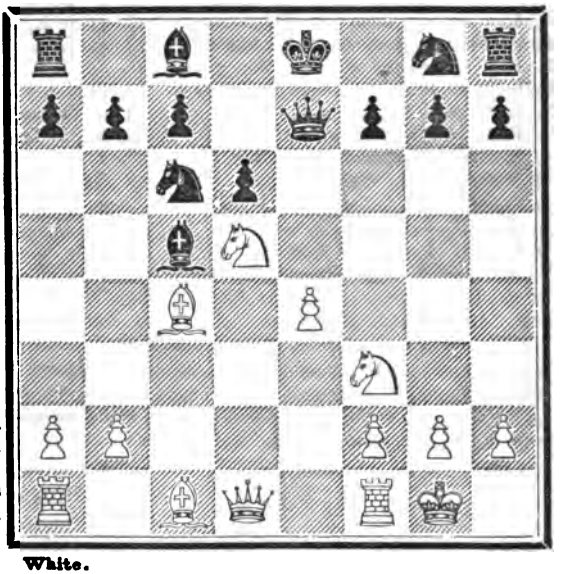
Q. B. to Q. Kt. 2d	K. B. P. 1 sq.
Q. to Q. Kt. 3d	K. Kt. to K. 2d
Q. Kt. tks. K B P., ch	P. takes Kt.
K. B. to his 7th, ch.	

Your game is to be preferred. Black could play his Knight to R.'s third, instead of moving it to K.'s 2d; in that case you should take his K. B. P. with Bishop.

10. Q B. to Q. Kt. 2d	K. to B.

If Black play instead his K. B. P. 1 sq., you should take his K. B. with Knight, and afterwards move your Queen to Q. Kt. 3d

Black.



White.

11. Kt. takes B.	R. P. takes Kt.
12. K. Kt. to his 5th	K. Kt. to R. 3d
13. Q. to her 4th	K. B. P. 1 sq.
14. Kt. to K's 6th, ch.	K. to his sq.
15. Q. to her 2d	Q. to K. 2d

Had Black withdrawn his Q.'s Kt.' you should take K. B. P. with Q. B.

16. Kt. takes Q. B. P., ch.

Your position is evidently superior.

This opening has been analyzed with remarkable ability by Lewis, in his Second Series of Lessons, 1834, p. 98.

Thirteenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. B. P. 1	Q. to K. B. 3d

To avoid repetition, we refer the learner to page 62, where the same position has been analyzed.

Fourteenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. B. P. 1	Q. P. 1

I think that Q. P. one is not a good defensive move. I shall endeavour to demonstrate it.

5. Q P. 2	P. takes P.

Had Black withdrawn his Bishop to Q. Kt. 3d, you should play as follows:

P. takes P.	P. takes P.
Q. takes Q.	

Black loses a Pawn, whether he retake Queen with Knight or King.

6. Q. B. P. takes P.	KB.toQ.Kt5th,ch
7. K. to B. sq.	Q.B. to K.Kt. 5th

You could cover the check: you prefer, however, moving your King, to enable you to push on the Queen's Pawn, and to move your Queen to Q. R. 4th. Even by covering the check with your Q. Kt., your position would be better than his.

Black, instead of playing his Q. B. to K. Kt. 5th, could withdraw his K. B. to Q. R. 4th. (See Variation.)

8. Q. P. 1	B. takes Kt.
9. Q. to her R. 4th	Q. to Q. 2d
10. Q. P. takes Kt.	Q. B. takes P., ch
11. K. takes B.	Q.to K.Kt.5th,ch
12. K. to B. sq.	Q. takes K. P.
13. P. takes P., ch.	

The following move you take the Rook with Pawn, making a Queen. Black can give several checks with his Queen, but you will be enabled to cover your King with the Knight, and will win the game.

Variation from Black's 7th move.

7. K. B. to Q. R. 4th

If, instead of withdrawing his Bishop to this square, Black had moved his Queen to her second, you should play as follows:

Q. to Q. R. 4th	K.B. to Q. R. 4th
Q. Kt. to R. 3d	K.B. to Q.Kt. 3d
K. B. to Q. Kt. 5th	Q. R. P. 1. sq.
Q. P. 1. sq.	P. takes B.
Q. takes R.	

Your game is to be preferred.

8. Q. to Q. R. 4th	Q. B. to Q. 2d
3. Q. P. 1	Q. Kt. to Q. 5th

Had he played his Q. Kt. to K. 4th, you should take K. B. with Q.; he would retake with his Knight; and the next move, by playing your Queen to Q. B. 3d, you would have acquired an excellent game.

10. Q. takes B.	Q. Kt. to Q.B.7th
11. Q. to Q. B. 3d	Kt. takes R.
12. Q. Kt. P. 1	

You will afterwards capture his Q. Kt., and remain with a better game.

Fifteenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. B. P. 1	K. Kt. to K. 2d

This move of the Knight is bad. Your Queen will be enabled to play to K. R. 5th, and form a strong attack.

5. K. Kt. to his 5th	Castles

Black could also play his Q. P. two squares. (See Variation.)

6. Q. to K. R. 5th	K. R. P. 1
7. Kt. tks. K. B. P.	

In this position, it is evident that you have a much better game, as Black is now forced to take your Kt. with his Rook, to avoid losing his Queen or being mated.

Variation from Black's Fifth Move.

White.	*Black.*
5. K. Kt. to his 5th	Q. P. 2 sq.
6. P. takes P.	Kt. takes P.
7. Q. P. 2	P takes P.
8. Kt. takes K.B.P.	K. takes Kt.

Had Black given you check with Q. at K. 2d, you should play your Q. to K. 2d.

9. Q. to K. B. 3d, ch.	K. to K. 3d
10. Q. to K. 4th, ch.	

Your game is much superior.

Sixteenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. B. P. 1	K. Kt. to B. 3d

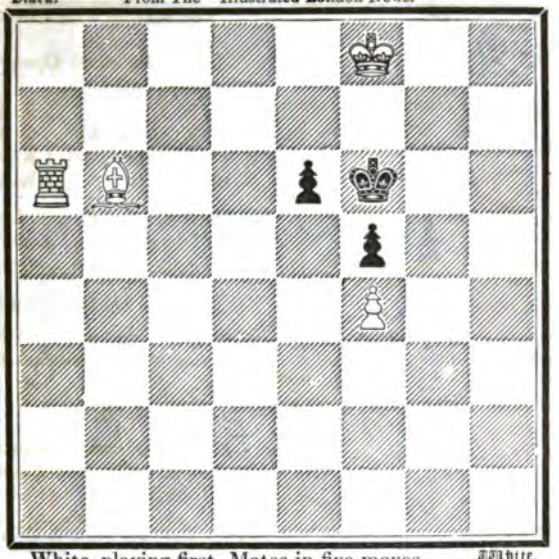
I believe that this is the best defence Black can adopt. (See Labourdonnais' Nouveau Traité, 1833, p. 30.; Walker, &c. &c.)

PROBLEM No. 121.

By S. O. H. C., of Cork.

From The "Illustrated London News."

Black.

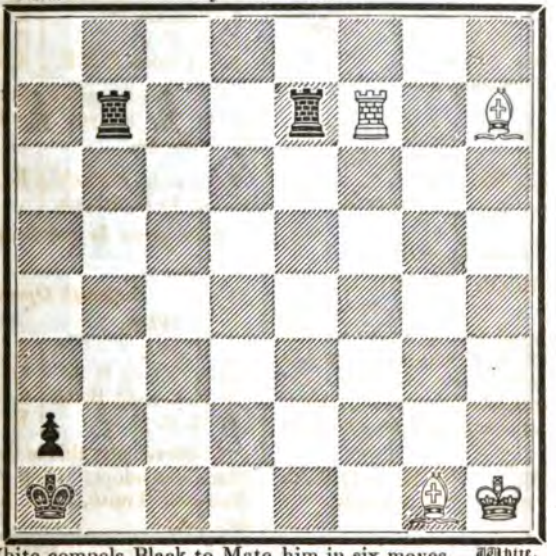


White playing first, Mates in five moves. White.

PROBLEM No. 122.

By Mr. Annett.

Black.

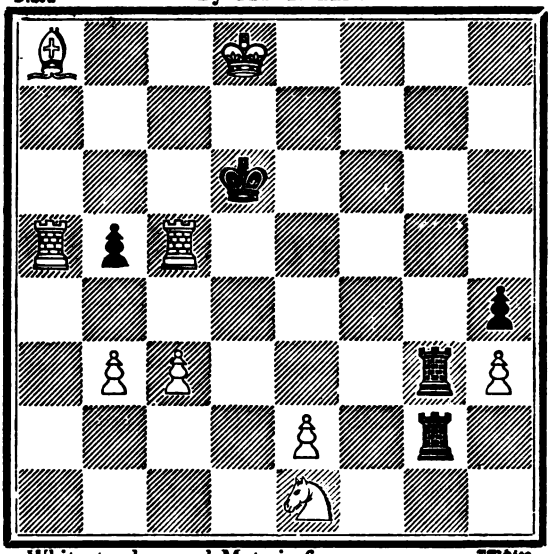


White compels Black to Mate him in six moves. White.

PROBLEM No. 123.

By Mr. Norris.

Black



White to play, and Mate in four moves. White.

PROBLEM No. 124.

By Mr. R. F. D.

Black.

White to play, and Mate in five moves. White.

THE

Chess Player's Chronicle.

No. 32. NEW SERIES. | SATURDAY, AUGUST 7, 1847. | PRICE THREE PENCE

CHESS MATCH (*continued*).

GAME XII.

Match between Messrs. HARRWITZ and MEDLEY, the former giving the Pawn and two moves. We hoped to have been enabled to give the whole of these games consecutively, in the order they were played; but the limited space at our command, and the stress of other—not less interesting—matter, compels us to confine ourselves to a selection of the best contested *parties* only.

(*Remove White's K. B. P. from the Board.*)

Black. (Mr. M.)	*White.* (Mr. H.)
1. K. P. 2	
2. Q. P. 2	K. P. 1
3. K. B. to Q. 3d	Q. B. P. 2
4. K. P. 1	K. Kt. P. 1
5. K. R. P. 2	P. takes P.
6. K. B. P. 2	K. Kt. to K. 2d
7. K. R. P. 1	K. R. to K. Kt. sq.
8. P. takes P.	P. takes P.
9. K. Kt. to B. 3d	Q. Kt. to B. 3d
10. K. Kt. to K. Kt. 5th	K. B. to K. Kt. 2d
11. K. Kt. to K. 4th	K. Kt. to K. B. 4th
12. K. Kt. P. 2	Q. P. 2
13. P. takes P. (in passing)	Kt. takes P.
14. Kt. takes Kt., ch.	Q. takes Kt.
15. B. tks. K. Kt. P., ch.	K. to Q. sq.
16. Q. Kt. to Q. R. 3d	Q. B. to Q. 2d
17. Q. B. to Q. 2d	Q. R. P. 1
18. Q. to K. B. 3d	K. to Q. B. 2d
19. Q. Kt. to Q. B. 4th	Q. to Q. B. 4th
20. K. B. to Q. 3d	Q. Kt. P. 2
21. Kt. to Q. R. 5th	Q. R. to K. sq.
22. K. R. to K. R. 5th	K. P. 1
23. Castles	Q. to Q. Kt. 3d
24. Kt. takes Kt.	Q. takes Kt.
25. Q. B. to Q. R. 5th, ch	K. to Kt. sq.
26. K. B. to K. 4th	Q. to K. 3d
27. K. B. to Q. R. 8th (*a*)	K. P. 1
28. K. B. P. 1	Q. takes Q. R. P.
29. K. B. takes K. P.	Q. checks
30. K. to Q. 2d	Q. takes B., ch.
31. K. to B. sq.	Q. checks
32. K. to Q. 2d	Q. takes P.
33. Q. to K. B. 4th, ch	B. to K. 4th
34. Q. to K. B. 3d	Q. to Q. B. 6th, ch.
35. Q. takes Q.	P. takes Q., ch.
36. K. to K. 3d	K. to B. 2d
37. K. Kt. P. 1	K. B. to Q. 3d
38. K. B. P. 1	Q. B. to Q. B. 3d
39. K. R. to K. R. 7th, ch. (*b*)	K. to Q. Kt. 3d
40. Q. R. takes B.	R. takes B., ch.
41. K. to Q. 3d	R. to K. B. 5th
42. K. B. P. 1	R. takes K. Kt. P.

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
43. K. R. to K.R.6th	R. to K. Kt.6th,ch.	53. R. takes P.	R. takes Q. B. P.
44. K. to K. 2d	R. to K. Kt.7th,ch.	54. R. to K. 6th, ch.	K. to Q. 6th
45. K. to K. sq.	R. to K. Kt.8th,ch.	55. R. to Q. 6th, ch.	K. to Q. B. 5th
46. K. to K. 2d	R. to K. Kt.7th,ch.	56. R. from Kt. 5th, to Q. Kt. 6th	R. to Q. B. 8th,ch.
47. K. to K. sq.	R. takes K. B. P.		
48. R. takes B., ch.	K. to R. 4th	57. K. to K. 2d	R. to K. 2d, ch.
49. R. takes P., ch.	K. to Kt. 5th	58. K. to K. B. 3d	R. to K. B. 8th, ch.
50. R. to K. R.4th,ch.	K. to B. 4th	59. K. to K. Kt. 2d	R. to K. B. 4th
51. R. to K.R.5th,ch.	K. to Q. 5th	60. K. to K. Kt. 3d	R. to K. Kt. 2d,ch.
52. R. to Q. 6th, ch	K. to K. 5th	61. K. to R. 4th	P. 1

And White wins.

Notes.

(*a*) This looks menacing; but Black's game is much less promising now, than it was a few moves back.

(*b*) Here the struggle becomes uncommonly interesting, and despite the lost piece, we cannot help thinking, Black with care might from this point save the game.

Between the same players.

(*Remove White's K. B. P., as before.*)

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M)	*White.* (Mr. H.)
1. K. P. 2		19. B. takes P., ch.	Kt. takes B.
2. Q. P. 2	K. P. 1	20. Q. takes B., ch.	K. to K. sq. (*c*)
3. K. B. to Q. 3d	Q. B. P. 2	21. Q. to K. B. 3d.	Q. to Q. B. 2d
4. K. P. 1	K. Kt. P. 1	22. Kt. to K. Kt. 5th	Q. to K. 4th, ch.
5. K. R. P. 2 (*a*)	P. takes P.	23. K. to Q. sq.	Q. B. to K. B. 4th (*d*)
6. K. B. P. 2	KB. to Q Kt. 5th,ch.	24. K. Kt. P. 2	Q. B. to K. 5th
7. Q. B. P. 1	P. takes P.	25. Q. to K. B. 7th,ch.	K. to Q. sq.
8. P. takes P.	B. to Q. B. 4th	26. Kt. to K. 6th, ch.	K. to Q. B. sq.
9. K Kt. to B. 3d	K. Kt. to K. 2d	27. Q. takes R., ch.	K. to Q. 2d
10. K. Kt. to his 5th	Q. P. 2	28. Q to K B 7th,ch (*e*)	B. to K. 2d
11. K. R. P. 1	Q. to Q. Kt. 3d	29. Q. B. to K. B. 4th	B. to K. B. 6th, ch.
12. P. takes P.	K. R. P. 1	30. K. to Q. B. sq.	Q. to K. 8th, ch.
13. Kt. to K. B. 7th	R. to K. Kt. sq.	31. K. to Q. Kt. 2d	Q. to K. B. 7th, ch.
14. R. takes P.	Q. Kt. to B. 3d	32. Kt. to Q. 2d	Q. to her Kt. 3d, ch.
15. Q. to K. R. 5th	K. to Q. 2d	33. Kt. to Q. Kt. 3d	Q. to K. B. 7th, ch.
16. K. B. P. 1	P. takes P.	34. B. to Q. 2d	Kt. to K. 4th
17. K. P. 1, ch.	K. takes P.	35. K Kt. to Q B 5th,ch.	K. to Q. sq.
18. K Kt P 1 dis.ch. (*b*)	K. to Q. 2d	36. R. to R. 8th, ch.	

And wins.

Notes.

(*a*) We always look upon this as a little premature, thinking it better to protect the Q. P. first.

(*b*) Too impetuous by far. With such a position, ordinary care and skill must lead to victory; but by this over boldness, Black well nigh lost the game.

(*c*) The attack is now over, and White's turn begins.

(*d*) A slip of the first magnitude, and but for which the day was won.

(*e*) "Kt. takes B." would have finished the affair off hand.

CHESS IN THE METROPOLIS.

Between Mr. HARRWITZ and Mr. MONGREDIEN, the former giving the K. B. Pawn and move.

(*Remove White's K. B. P. from the Board.*)

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
1. K. P. 2	Q. Kt. to B. 3d	17. K. to Kt. sq.	Q. to K. Kt. 4th
2. Q. P. 2	K. P. 2	18. Q. to B. 3d	B. to Q. 2d
3. Q. P. 1	Kt. to K. 2d	19. Kt. to K. R. 3d	Q. to K. R. 3d
4. K. B. to Q. 3d	Q. P. 1	20. P. takes R. P.	Q. takes P.
5. Q. B. to K. Kt. 5th	K. Kt. to B. 3d	21. K. R. to Kt. sq.	Q. B. to K. sq.
6. B. takes Kt.	P. takes B.	22. Q. to Kt. 2d	Q. to K. R. 3d
7. Q. Kt. to B. 3d	Kt. to Kt. 3d	23. Kt. to K. B. 2d	Q. Kt. P. 2
8. Q. to R. 5th	B. to Kt. 2d	24. Kt. to K. Kt. 4th	Q. to R. 2d
9. K. B. P. 2	Castles	25. P. takes Q. B. P.	B. takes P.
10. K. B. P. 1	Kt. to B. 5th	26. K. R. P. 2	Q. Kt. P. 1
11. Q. to Kt. 4th	K. R. P. 2	27. K. R. P. 1 (*a*)	P. takes Kt.
12. Q. to Kt. 3d	K. R. P. 1	28. K. R. P. 1	K. R. to Q. Kt. sq.
13. Q. to Kt. 4th	Q. B. P. 1	29. Kt. takes B. P. ch	K. to B 2d
14. K. Kt. P. 1	Kt. takes B., ch.	30. Kt. takes Q.	R. takes P., ch.
15. P. takes Kt.	Q. to Kt. 3d	31. Q. takes R.	P. takes Q.
16. Castles	Q. to K. 6th, ch.	32. R. takes B., ch.	

White resigns.

Note.

(*a*) This game is very well played, especially on Mr. Mongredien's side.

Between the same Players, the former giving Pawn and move.

(*Remove the K. B. P. of White.*)

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
1. K. P. 2	Q. Kt. to B. 3d	11. Q. to B. 7th	Q. checks
2. Q. P. 2	K. P. 2	12. Q. Kt. to B. 3d	P. takes Q. P.
3. Q. P. 1	Kt. to K. 2d	13. Castles	B. to K. R. 3d, ch.
4. K. B. to Q. 3d	Q. P. 1	14. K. to Kt. sq.	R. to K. B. sq.
5. Q. B to K. Kt. 5th	K. Kt. to B. 3d	15. Q. takes R. P.	B. to K. 6th
6. B. takes Kt.	P. takes B.	16. Kt. takes P.	R. to K. sq.
7. Q. checks	Kt. to Kt. 3d	17. Kt. tks K. B. P., ch	K. to Q. sq.
8. K. B. P. 2	K. to Q. 2d	18. Kt. takes R.	K. takes Kt.
9. K. Kt. P. 1	Q. B. P. 1	19. K. B. P. 1	Kt. to Q. B. 3d
10. K. B. P. 1	Kt. to K. 2d	20. K. B. P. 1, ch.	

White resigns (*a*).

Note.

(*a*) Mr. M. plays throughout in the true sledge-hammer style, never giving his opponent hope or rest; and we suspect, in a series of games, Mr. Harrwitz would find he had overtaxed his great capabilities, in venturing odds against so formidable an adversary.

Mr. PERIGAL gives the Q. Rook to an AMATEUR of the London Chess Club.

(*Remove White's Q. R. from the board.*)

White. (Mr. P.)	*Black.* (Mr. W.)	*White.* (Mr. P.)	*Black.* (Mr. W.)
1. K. P. 2	K. P. 2	19. Kt. to R. 2d	Q. R. to Q. Kt. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	20. K. B. P. 2	K. R. to Q. sq
3. K. B. to Q. B. 4th	K. B. to Q. B 4th	21. P. takes P.	P. takes P.
4. Castles	K. Kt. to B. 3d	22. Q. to K. Kt. 3d (*b*)	Q. to K. 3d
5. Q. Kt. P. 2	B. takes P.	23. Kt. to Kt. 4th	K. to R. sq.
6. Q. B. P. 1	B. to R. 4th	24. Kt. takes K. P.	K. B. to B. 7th
7. Q. P. 2	Q. P. 1 (*a*)	25. B. takes B.	K. R. to Q. 8th, ch
8. Q. to Q. R. 4th	Castles	26. K. to R. 2d	K. R. takes B.
9. Q. P. 1	K. B. to Q. Kt. 3d	27. R. takes P.	K. Kt. P. 2
10. P. takes Kt.	P. takes P.	28. R. to B. 5th	Q. R. to Q. Kt. 8th
11. Q. to B. 2d	B. to K. 3d	29. Q. to Q. R. 3d	Q. to Q. 3d
12. B. to Q. 3d	Kt. to Q. 2d	30. Q. tks. Q. R. P.	K. R. to K. B. 8th
13. K. to R. sq.	Q. to K. B. 3d	31. Q. to Q. R. 8th, ch	K. to R. 2d
14. Q. B. P. 1	Q. B. to K. Kt. 5th	32. Q to Q. B. 8th	K. R. takes R.
15. Q. Kt. to Q. 2d	Kt. to B. 4th	33. Q. tks. K. R., ch.	K. to R. sq.
16. K. R. P. 1	Kt. takes B.	34. Q. B. P. 1 (*c*)	Has no move: either loses the Q. or is mated.
17. Q. takes Kt.	Q. B. takes Kt.		
18. Kt. takes B.	K. R. P. 1		

Notes.

(*a*) Better to take the Pawn.

(*b*) White cannot afford the exchange of Queens just yet.

(*c*) The latter moves are played with much judgment and foresight by Mr. Perigal.

CHESS IN SCOTLAND.

Between Mr. DONALDSON and Capt. J. G. BELL.

Black. (Mr. D.)	*White.* (Capt. B.)	*Black.* (Mr. D.)	*White.* (Capt. B.)
1. K. P. 2	K. P. 2	13. Q. checks	Q. P. 2
2. K. B. P. 2	P. takes P.	14. Q. takes P., ch.	Q. B. to K. 3d
3. K. Kt. to B. 3d	K. Kt. P. 2	15. Q. takes Q. Kt. P.	Q. takes Kt.
4. K. B. to Q. B. 4th	K. B. to Kt. 2d	16. Q. takes R.	K. to R. 2d
5. Castles	K. R. P. 1	17. Kt. to Q. 2d	Q. to K. R. 4th
6. Q. P. 2	K. Kt. to K 2d	18. R. to K. B. 2d	Kt. to Q. 2d
7. Q. B. P. 1	K. Kt. to his 3d	19. Q. to her B. 6th	B. to K. R. 6th
8. K. Kt. P. 1	P. takes P. (*a*)	20. Q. to her 5th	Q. to K. R. 5th
9. B. takes P., ch.	K. takes B	21. Q. to K. B. 7th	R. to K. B. sq.
10. Kt. to K. 5th, ch.	K. to Kt. sq.	22. Q. takes R.	B. takes Q.
11. Kt. takes Kt.	P. takes P., ch.	23. R. takes B.	Q. to K. Kt. 5th
12. K. to R. sq.	Q. to K. sq.		

Black surrenders.

Note.

(*a*) Daring indeed. We seldom knew the Pawn taken at this point without entailing serious loss to the captor. The best reply is to play on the K. Kt. P.

CALVI'S ELEMENTARY LESSONS.

Continued from page 244.

5. Q. P. 2 sq	P. takes P.
6. K. P. 1 sq.	Q. P. 2. sq.

Had you taken Pawn with Pawn, instead of K. P. 1, Black would have played as follows :—

6. P. takes P.	KB. to QKt 5th, ch
Q. B. to Q. 2d	B. takes B., ch.
Kt. takes B.	Q. P. 2 sq.

You will be forced to take and isolate your Pawn.

7. P. takes Kt.	P. takes B.

Instead of taking the Kt., you could play K. B. to Q. Kt. 5th, which would lead to an equal game—*e.g.*

K. B. to Q. Kt. 5th	K. Kt. to K. 5th
K. B. takes Q. Kt	P. takes B.
P. takes P.	K. B. to Q. Kt. 3d
Castles	Q. B. to K. Kt. 5th
Q. B. to K. 3d	Castles
Q. R. P. 2 sq.	Q. R. P. 2 sq.
K. R. P. 1 sq.	Q. B. to K. R. 4th

&c. &c.

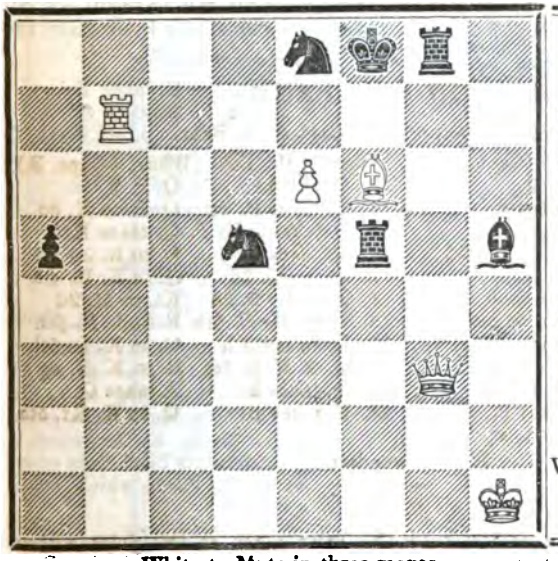
To resume.—

8. P. takes K. Kt. P.	R. to Kt.
9. P. takes P.	Kt. takes P.
10. Q. B. to K. 3d	Kt. takes Kt., ch.
11. Q. takes Kt.	B. takes B.

In this position, the game may be considered as equal.

End of Thirteenth Lesson.

PROBLEM No. 27.



White to Mate in three moves.

PROBLEM No. 28.

White.

K. on K.'s 2d
R. on Q. B. 3d
Kt. on K. sq.
B. on K. Kt. 2d
Pawns on Q. Kt. 2d and K. R. 3d.

Black.

K. on K. B. 5th
R. on K. sq.
Kt. to Q. B. 5th
B. on K. 4th
Pawns on K. Kt. 4th, Q. Kt. 4th, and Q. R. 5th.

White to Mate in 4 moves.

CALVI.

Fourteenth Lesson.

Second Section.—King's Knight at 2d move.

Seventeenth Opening.

Captain Evans' Gambit.

After several ages of practice, and so many theoretical writings on the game of Chess, one would have imagined that the number of Openings would have been ascertained. It is hardly, however, nine years since, that Captain Evans, R.N., has shewn how erroneous was this idea, he having invented one of the most beautiful Openings that can be conceived, the defence of it being extremely difficult.

The plan we have proposed will not permit us to give all the attacks which Messrs. Walker and Lewis have so carefully analyzed; but we shall endeavour to shew the chief characteristics of this powerful attack, and point out the defence.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B. toQ.B.4th	K. B. to Q. B. 4th
4. Q. Kt. P. 2	B. takes P.

This fourth move of White's, constitutes the "Evans Gambit."

By sacrificing this Pawn, you gain a move, and open a range of two squares for your Q.'s Bishop. The attack this gives you is so strong, and can be sustained so long, and the defence presents so many great difficulties, that it almost compensates you for the Pawn sacrificed.

Black, instead of taking the Pawn with Bishop, could take it with Kt.; in that case, you should not take the King's Pawn with Knight. (See the next Opening.)

5. Q. B. P. 1	B. to K. 2d

B. to K. 2d is a bad defence.

Black could also withdraw his Bishop to Queen's 3d; Q. B.'s 4th; Q. Rook's fourth.

The following variations will shew how you may continue the attack in these three cases:—

6. Q. P. 2	Q. P. 1
7. Q. to Q. Kt. 3d	Q. Kt. to R. 4th
8. B.tks.KB.P.,ch	K. to B.
9. Q. to R. 4th	K. takes B.
10. Q. takes Kt.	

In this position, your game is to be preferred.

First Variation.

(In this, and the four succeeding variations, the four first moves as before).

White.	*Black.*
5. Q. B. P. 1	K. B. to Q. 3d
6. Castles.	K. R. P. 1

If, instead of pushing on the K. R. Pawn, Black had played his K. Kt. to B. 3d, you should move your K. Kt. to his fifth. Black would have Castled, and you, by pushing on the K. B. P., would acquire an excellent position.

7. Q. P. 2	K. Kt. to B. 3d
8. Kt. tks. P.	Kt. takes Kt.

Had Black taken the Knight with the Bishop, you should play K. B. Pawn two squares.

9. P. takes Kt.	B. takes P.
10. K. B. P.2 sq.	B. to Q. 3d
11. K. P. 1	K. B.toQ.B.4th,ch.
12. K. to R.	Q. P. 2 sq.
13. P. takes Kt.	P. takes B.

You have the better game.

Second Variation.

White.	*Black.*
5. Q. B. P. 1	K. B. to Q. B. 4th

Black's move is not badly played; it would, however, have been better to have withdrawn the Bishop to Q. R 4th. In both cases, Black must afterwards move it to Q. Kt. 3d, where it for some time prevents Black from pushing on the K. B. Pawn, which would open his game.

6. Castles	K. Kt. to B. 3d

Instead of this move, Black could also move his Bishop to Q. Kt. 3d.

PROBLEM No. 125.

This remarkable and beautiful stratagem, hitherto unpublished, is the invention of the Rev. H. Bolton.

Black.

White playing first, checkmates his opponent in twelve moves.

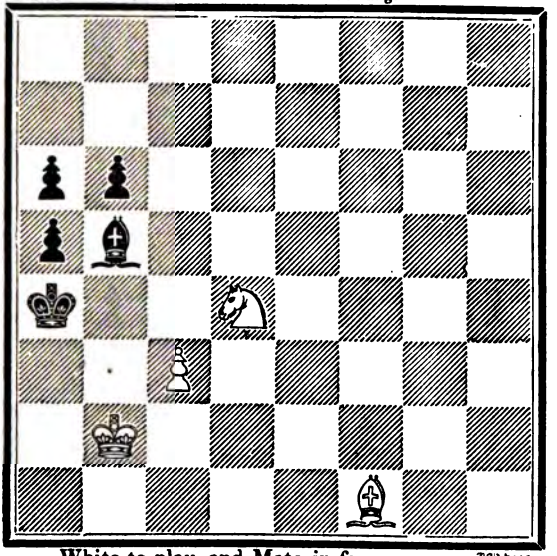
White.

PROBLEM No. 126.

By Herr Oppen

From the Perlin Schachzeitung.

Black.



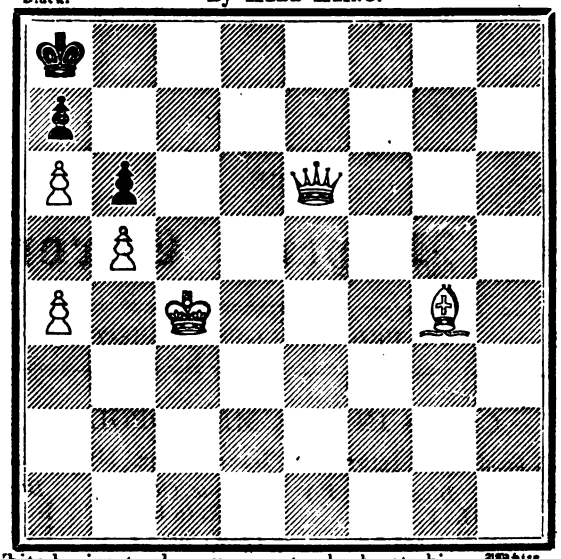
White to play, and Mate in four moves.

White.

PROBLEM No. 127.

By Herr Kling.

Black.



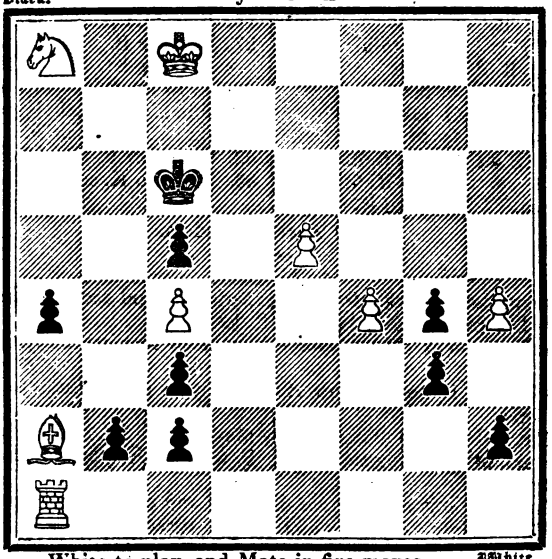
White having to play, engages to checkmate his adversary in 7 moves, with the P. which stands on Q. R. 6th.

White.

PROBLEM No. 128.

By C. R. L.

Black.



White to play, and Mate in five moves.

White.

THE

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CHESS IN THE METROPOLIS.

Well-fought game between Mr. HARRWITZ and Mr. PERIGAL.

White. (Mr. H.)	*Black.* (Mr. P.)	*White.* (Mr. H.)	*Black.* (Mr. P.)
1. K. P. 2	K. P. 2	18. K. to B. 2d	K. Kt. P. 1 (*d*)
2. K. B. P. 2	P. takes P.	19. P. takes P.	Kt. takes P., ch.
3. K. Kt. to B. 3d	K. Kt. P. 2	20. K. to Kt. sq.	Q. to K. 7th
4. K. B. to Q. B. 4th	K. B to Kt. 2d	21. K. R. to his 3d	Q. Kt. to Q. 2d
5. Q. B. P. 1	Q. P. 1 (*a*)	22. Q. Kt. to K. B. sq.	Q. Kt. to K. 4th
6. Q. to her Kt. 3d	Q. to K. 2d	23. Q. B. takes P.	Q. Kt. takes Kt., ch.
7. Q. to Kt. 5th, ch.	B. to Q. 2d	24. P. takes Kt.	Q. B. takes P.
8. Q. takes Q. Kt. P.	K. Kt. to R. 3d	25. R. to K. Kt. 3d (*e*	R. to Q. sq.
9. Q. takes Q. R.	Castles	26. B. to Q. sq.	Q. takes Q. Kt. P.
10. Q. P. 1 (*b*)	Q. B. to his 3d	27. B. takes B.	Q. takes Q. B. P.
11. Q. takes Q. R. P.	Q. P. 1	28. B. takes Kt.	B to Q. 5th, ch.
12. B. to Q. Kt. 3d	P. takes K. P.	29. K. to Kt. 2d	Q. to B. 7th, ch
13. P. takes P.	Q. takes P., ch.	30. B. to K. 2d, dis. ch.	K. to B. sq. (*f*)
14. K. to Q. sq.	Q. to her 6th, ch.	31. B. to K. R. 6th., ch.	K. to his 2d
15. Q. Kt. to Q. 2d	K. Kt. to his 5th	32. Q. to her R. 3d	Q. B. P. 2
16. K. R. P. 1	Kt. to K. 6th, ch.	33. Q. R. to K. sq.	
17. K. to his sq.	K. R. to K. sq. (*c*)		

And Black surrenders.

Notes.

(*a*) An unexpected mistake from so experienced and accomplished a player as Mr. Perigal. The proper move is K. R. P. 1.

(*b*) The more prudent course would have been to retreat the Queen with all speed.

(*c*) Black's attack is now so powerful as fully to counterbalance his numerical inferiority of force.

(*d*) Here Mr. P. lost ground again. By playing Q.'s Kt. to R.'s 3d, threatening to win the Queen, or by taking the K. Kt. P. with his Kt., he would have had the better game by far.

(*e*) Here the position is one of great difficulty and peril for both parties.

(*f*) If to R. sq., Mate would have followed in three moves.

The two following Games are part of a little contest now pending between Mr. STAUNTON and Mr. C. KENNY, the former giving the large odds of the Queen's Rook.

(Remove White's Queen's Rook from the Board.)

White. (Mr. S.)	*Black.* (Mr. K.)	*White.* (Mr. S.)	*Black.* (Mr. K.)
1. K. P. 2	K. P. 2	17. K. R. P. 1 (*b*)	Kt. tks. Q. B. P. (*c*
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th	18. B. takes Q. Kt.	B. takes Q. Kt.
3. Q. to K. 2d	Q. to K. 2d	19. Q. takes B.	Q. Kt. P. 2
4. K. B. P. 2	Q. Kt. to B. 3d	20. K. B. to Q. R. 2d	R. takes Q. B.
5. Q. B. P. 1	K. Kt. to B. 3d	21. Castles	K. R. to Q. B. sq.
6. K. Kt. to B. 3d	Q. P. 1	22. K. Kt. P. 2	Kt. to K. R. 2d
7. K. B. P. 1	B. to Q. Kt. 3d	23. K. R. P. 1	Q. Kt. P. 1
8. Q. Kt. P. 2	B. to Q. 2d	24. R. to Q. Kt. sq. (*d*	B. to Q. Kt. 4th
9. Q. Kt. to R. 3d	K. R. P. 1	25. K. Kt. P. 1	B. takes Q. P.
10. Q. Kt. to B. 2d	Q. R. P. 2	26. K. Kt. P. 1	B. to Q. B. 5th
11. Q. Kt. P. 1	Kt. to Q. R. 2d	27. P takes Kt., ch.	K. takes P.
12. Q. R. P. 2	Q. B. P. 1	28. Q. to K. B. 2d	B. takes B.
13. Q. P. 1 (*a*)	P. takes P.	29. R. to K. sq.	R. takes Kt.
14. P. takes P.	Q. Kt. takes P.	30. Q. takes R.	Q takes K. R. P.
15. Q. B to Q. Kt. 2d	Q. R. to Q. B. sq.	31. R. to Q. sq.	R. to Q. B. 7th
16. Q. Kt. to K. 3d	Castles		

And wins (*e*).

Notes.

(*a*) Hardly judicious, this sacrifice of a valuable Pawn.

(*b*) Better to have pursued the course intended when giving up the Pawn, which was, to advance the Q.'s P., threaten to win the Q.'s Kt.

(*c*) All this is played extremely well by Mr Kenny.

(*d*) This is a bad move, but the situation affords no better.

(*e*) Nothing can save the game; the first player is literally borne down by the overwhelming force of the odds, which, in the hands of a player so much improved as Mr. Kenny is of late, are quite resistless.

Between the same Players.

(Remove White's Queen's Rook from the Board.)

White. (Mr. S.)	*Black.* (Mr. K.)	*White.* (Mr. S.)	*Black.* (Mr. K.)
1. K. P. 2	K. P. 2	12. B. to K. Kt. 3d	Q. R. P. 1
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th	13. K. B. P. 2	Castles on Q.'s side (*c*
3. K. Kt. to B. 3d	Q. P. 1	14. B. takes Q. R. P.	K. Kt. takes K. P
4. Q. P. 2	P. takes P.	15. Q. takes Q. Kt.	Kt. to B. 4th (*b*)
5. Kt. takes P.	B. takes Kt.	16. B. takes P., ch.	Kt. takes B.
6. Q. takes B.	K Kt. to B. 3d	17. R to K. sq.	Q. to her 2d
7. B. to K. Kt. 5th	Q. B. to K. 3d	18. Q. to Q. R. 6th	Q. B. P. 2 (*c*)
8. B. to Q. 3d	Q. Kt. to B. 3d	19. Q. Kt. to B. 3d	Q. to Q. B. 2d
9. Q. to Q. B. 3d	K. R. P. 1	20. P. to K. B. 5th	B. to Q. 2d
10. B. to K. R. 4th	Q. to K. 2d	21. Kt. to Q. 5th	Q. to her R. 4th
11. Castles	K. Kt. P. 2	22. Kt. to K. 7th, ch.	

Black resigns.

[*Notes.*

Notes.

(*a*) Taking the K. B. P., or playing P. to K. Kt. 5th, would have cost Black his Kt.

(*b*) His best play.

(*c*) The proper move apparently to elude the threatened mate. Had he played K. to Kt. sq., White, by moving his R. to K. 3d, would have got an irresistible attack.

This sparkling skirmish came off a few days since, between Mr Buckle on the one side, and Mr. Brown, a recent and promising addition to the Metropolitan players, on the other; Mr. Buckle giving the odds of his Q.'s Rook.

(*Remove White's Q. R. from the Board*)

White. (Mr. Buckle.)	*Black.* (Mr. Brown.)	*White.* (Mr. Buckle.)	*Black.* (Mr. Brown.)
1. K. P. 2	K. P. 2	10. B. to Q. 3d	Q. B. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	11. R. to K. sq. (*b*)	P. takes P.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	12. P. takes P. dis.ch.	K. Kt. to K. 2d
4. Q. Kt. P. 2	B. takes Kt. P.	13. Q. to her R. 4th, ch.	K. to B sq.
5. Q. B. P. 1	B. to Q. R. 4th	14. Q. B. to K. B. 4th	Q. B. to K. B. 4th
6. Castles	Q. P. 1	15. R. takes Kt. (*c*)	Q. takes R.
7. Q. P. 2	P. takes P.	16. B. takes B.	R. to K. sq.
8. P. takes P.	B. to Q. Kt. 3d	17. Q. Kt. to Q. 2d	B. to Q. B. 2d
9. Q. P. 1	Q. Kt. to R. 4th (*a*	18. Kt. to K. 4th	K. Kt. P. 1

And White forces Mate in three moves. (*d*)

Notes.

(*a*) It has been long agreed that this move is objectionable, on account of its taking the Kt. completely out of action. We prefer playing him always to K.'s 2d.

(*b*) A good move.

(*c*) This wins a piece, or gives a great increase of power to the attack.

(*d*) An appropriate termination to this dashing little game.

Mr. Buckle gives Mr. C. Kenny the Queen's Kt.

(*Remove Black's Q. Kt. from the board.*)

Black. (Mr. B.)	*White.* (Mr. K.)	*Black.* (Mr. B.)	*White.* (Mr. K.)
1. K. P. 2	K. P. 2	16. Q. takes K. Kt. P.	Castles with Q. R.
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th	17. Q. P. 2	K. R. P. 2
3. Q. Kt. P. 2	B. takes P.	18. Q. B. to B. sq.	K. R. P. 1
4. K. B. P. 2 (*a*)	Q. P. 2 (*b*)	19. Q. B. to K. B. 4th	P. takes P., ch.
5. P. takes Q. P.	K. Kt. to B. 3d	20. B. takes P.	Q. R. to K. Kt. sq.
6. Q. B. P. 1.	K. B. to Q. B. 4th	21. Q. to K. B. 6th	K. R. tks. P., ch. (*d*
7. P. takes K. P.	B. takes K. Kt.	22. B. takes R.	Q. to Kt. 7th, ch.
8. P. takes Kt.	Q. takes P.	23. K. to K. 3d	Q. takes B.
9. K. B to Q Kt 5th (*c*	Q. B. P. 1	24. R. to K. 2d	R. to Kt. 6th, ch.
10. R. takes B.	P. takes B.	25. K. to Q. 2d	R. to Q. 6th, ch.
11. Q. B. to R. 3d	Q. to K. R. 5th, ch.	26. K. takes R.	B. to Q. B. 6th, ch.
12. K. Kt. P. 1.	Q. to K. 5th, ch.	27. K. to K. 3d	Q. takes R., ch.
13. K. to B. 2d	Q. takes P.	28. K. to K. B. 4th	Q. to Q. 7th, ch.
14. R. to K. sq., ch.	B. to K. 3d	29. K. to Kt. 4th	B. to K. 3d, ch.
15. Q. to K. Kt. 4th	Q. Kt. to B. 3d		

And White eventually won the game. [*Notes.*

Notes.

(*a*) This opening, called M'Donnell's Double Gambit, is ingenious, but very hazardous, and if properly opposed, is sure to turn out disadvantageously for the opening player.

(*b*) The best reply.

(*c*) It is obvious that if Black had taken the Bishop, his opponent would have gained a piece in return, by checking with his Q. at K. R. 5th.

(*d*) Mr. Kenny plays the terminating moves extremely well.

SOLUTIONS TO PROBLEMS IN Nos. 28 and 29.

No. 109.

White.	*Black.*
1. B. to Q. Kt. 2d	K. B. P. 1
2. R. to Q. 5th	Q. P. 1
3. R. to Q. R. 5th	Q. P. 1
4. R. to Q. R.	Q. P. 1
5. B. to Q. B.	Q. P. 1
6. R. to Q. B. 2d	P. takes R.

Mate.

No. 110.

White.	*Black.*
1. Kt. to R. 2d	K. Kt. P. 1
2. B. to Kt. 2d	K. Kt. P. 1
3. Kt to B. 3d	Kt. moves
4. Kt. to Q. 4th, double ch.	

And Mate.

No. 111.

White.	*Black.*
1. Kt. at Kt. 3d to Q. 4th	P. 1
2. Kt. to Kt. 3d	P. to K. Kt. 5th (*best*)
3. Kt. at Kt. 3d to Q. 4th	P. 1
4. P. takes P.	

Mate.

No. 112.

White.	*Black.*
1. B. to R. 6th, ch.	K. takes Kt.
2. Q. B. to Kt. 4th, ch.	K. to Q. 4th
3. K. B. to Q. B. 4th, ch.	K. takes Kt.
4. Q. B. to Q. 6th, ch.	K. takes P.
5. K. B. to K. 6th, ch.	K. to Kt. 4th
6. Q. B. to K. B. 4th, ch.	B. takes B.

Mate.

No. 113.

White.	*Black.*
1. Q. to Q. 2d, ch.	K. to Kt.
2. Q. to Q. B. 2d, ch.	K. to R.
3. Q. to Q. B., ch.	K. to R. 3d
4. R. to K. 3d, ch.	Q. takes R.
5. B. to Q. 5th, ch.	P. takes B.
6. Q. to Kt. 2d, ch.	Q. takes Q.

Mate.

No. 114.

White.	*Black.*
1. Q. to Q. B. 8th	Castles
2. Q. to Q. R. 7th	R. to Q. 2d (*best*)
3. Q. to Q. R. 8th, ch.	K. to B. 2d
4. B. to K. B. 4th, ch.	K. to Kt. 3d
5. Q. to Kt. 8th, ch.	K. to R. 3d
6. Q. to B. 8th, ch.	K. to Kt. 3d or R. 2d
7. B. to K. 3d, ch.	P. 1 or A
8. B. takes P.	

Mate.

(A)

R. to Q. 5th

(*a*) Q. to Kt. 7th

Mate.

No. 115.

White.	*Black.*
1. R. takes Kt., ch.	Kt. takes R.
2. Q. takes Q. B. P., ch.	Kt. takes Q.
3. Castles.	Mate.

No. 116.

White.	*Black.*
1. Q. to Q. B. 5th	Any move.
2. B. to K. B. 5th	B. takes B.

Mate.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 25 & 26. (See p. 235.)

No. 25.

White.	*Black.*
1. R. takes B., ch.	P. takes R.
2. R. to Q. 6th	K. to his 4th
3. R. takes Q. P.	

Mate.

No. 26.

White.	*Black.*
1. R. to Q. Kt. 2d, ch.	K. to R. 5th
2. Q. to Q. R. 6th, ch.	Q. to Q. R. 4th
3. R. takes P., ch.	K. takes R.
4. Q. to Q. B. 4th	

Mate.

NOTICES TO CORRESPONDENTS.

"A. Z."—The little match between Messrs. Harrwitz and Medley has terminated in favour of the former; the final score giving the following result:—

Harrwitz	11	Medley	7
Drawn	0		

CALVI'S ELEMENTARY LESSONS.

Continued from page 252.

7. Q. P. 2	P. takes P.
8. P. takes P.	B. to Q. Kt. 3d
9. K. P. 1.	K. Kt. to his sq.

Black has several squares whereon to post his Knight, but the best is evidently that from which he came.

Black could also play his Q. Pawn two squares. In that case, you should take Knight with Pawn; Black would take Bishop with Pawn; and you, by checking with Rook at K.'s sq., would gain a good position.

10. Q. P. 1	Q. Kt. to K. 2d

If, instead of playing Q. Kt. to K. second, Black should play it to Q. R. fourth, you should move your Q. B. to K. Kt. 5th, continuing the attack.

11. Q. P. 1	P. takes P.
12. P. takes P.	Q. Kt. to R. 3d
13. Q. to Q. 5th	Q. to K. B. 3d
14. Q. B. to Q. Kt. 2d	Q. to K. Kt. 3d
15. K. R. to K., ch	K. to Q.
16. K. Kt. to R. 4th	Q. to R. 3d

You can now mate in three moves.

Third Variation.

White.	*Black.*
5. Q. B. P. 1	B. to Q. R. 4th
6. Castles	K. Kt. to B. 3d

The bringing out the King's Knight at this point is bad.

7. K. Kt. to his 5th	Castles.

You should rather have played Q. P. two squares.

8. K. B. P. 2 sq.	Q. P. 2
9. K. P. tks. Q. P.	K. Kt. takes P.
10. Q. B. to R. 3d	K. Kt. tks. K. B. P.
11. R. takes Kt.	Q. takes Kt.

If, instead of capturing the Knight with Rook, you had taken his Rook with your Q. Bishop, Black would have taken your K. Kt. with Queen.

12. R. to K. B.	K. B. to Q. Kt. 3d, ch
13. K. to R.	Kt. to Q. R. 4th
14. B. takes R.	Kt. takes B.

In this position, Black has the better game.

Fourth Variation.

White.	*Black.*
5. Q. B. P. 1	B. to Q. R. 4th
6. Castles	K. Kt. to B. 3d
7. Q. P. 2 sq.	Q. to K. 2d.

If Black, instead of playing Q. to K. 2d, had taken Pawn with Pawn, you should push on the King's Pawn; Black must withdraw his Knight, and you should take Pawn with Pawn, which would give you a good game.

Black could also take the King's P. with Kt. In that case, you should move your K. Rook to King's square. Black would push on his Queen's Pawn two squares, and you then take Knight with Rook. Black takes your Rook with Pawn, and you, by playing K. Kt. to his 5th, would gain a superior position.

8. Q. B. to R. 3d	Q. P. 1
9. Q. P. 1.	Kt. to his sq.
10. Q. to Q. R. 4th, ch	

The following move you take the Bishop, and will soon win.

Fifth Variation.

THE DEFENCE.

White.	*Black.*
5. Q. B. P. 1.	B. to R. 4th
6. Castles.	K. B. to Q. Kt. 3d
7. Q. P. 2	P. takes P.
8. P. takes P.	Q. P. 1
9. Q. B. to Kt. 2d	K. Kt. to B. 3d

If, instead of playing K. Kt. to B. 3d, Black had played Q. B. to K. Kt. 5th, you should move the K. B. to Q. Kt. 5th, forming a dangerous attack.

10. Q. P. 1	Q. Kt. to K. 2d

You could also push on the King's Pawn. In that case, Black should not

take K. P. with Kt., but withdraw his Q. Kt. to K. 2d.

11. B. takes Kt.	P. takes B.
12. K. R. P. 1	Kt. to K. Kt. 3d
13. Q. Kt. to B. 3d	Q. B. to Q. 2d
14. Q. to her 2d	Q. to K. 2d

In this position, Black's game is preferable. He has preserved his Pawn, and will be enabled to attack you on the King's side after he has Castled with the Queen's Rook.

This defence is given by La Bourdonnais, and deemed sound by Walker. (See "Palamede," 1838, p. 185; Walker &c.) However, in thinking this defence is the best that has yet been proposed, we are far from being satisfied with it; and we will here observe that La Bourdonnais was not content with it, since, a few months after he published this defence, he proposed to the committee of the *Cercle des Echecs* to award a prize of a handsome chess-board to the inventor of the best defence against the Evans' Gambit.

Eighteenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. Kt. P. 2	Kt. takes P.
5. K. Kt. takes P.	Q. to B. 3d

Your move is a bad one; instead of taking the K. P., you should have moved the Q. B. P. 1 sq., which would lead to one of the variations of the preceding opening. Q. to B. 3d is the correct move—any other move would have lost the game.

6. K. Kt. to B. 3d	Q. takes R.

If, instead of withdrawing the Knight, you had played the Q. P. 2 squares, Black could have taken the pushed Pawn with his Bishop, which you could not retake with Queen without loss.

7. Q. Kt. to B. 3d	Q. Kt. P. 2

Black plays his Q. Kt. P. two squares to free his Queen. Instead of this move, he had several methods of playing; but I believe the best move is to bring out the K. Kt. to B. 3d, as we shall see in the appended Variation.

8. Kt. takes P.	K. B. to Q. Kt. 3d
9. Q. Kt. to B. 3d	Q. B. to R. 3d
10. B. takes B.	Kt. takes B.
11. Castles	Q. Kt. to his 5th
12. K. Kt. to his 5th	Q. Kt. tks. R. P.
13. Q. to K. B. 3d	K. Kt. to R. 3d

Your game is better than that of your adversary's. You may now move your Q. B. to R. 3d, and force Black to exchange his Queen for your Rook.

Variation from Black's Seventh Move.

White.	*Black.*
7. Q. Kt. to B. 3d	K. Kt. to B. 3d
8. Castles	Q. P. 2
9. Q. to K. 2d	P. takes B.

If, instead of playing the Q. to K. 2d, you had taken Pawn with Pawn, Black could have Castled, and would have prevented you, by moving R. to K., from bringing out your Queen, which is necessary for you to avoid, in order to keep his Queen out of play.

10. Q. B. to R. 3d	Q. takes R., ch.
11. K. takes R.	Q. B. to K. 3d

Black's game is much better. He is a piece more, and his game is well opened.

Nineteenth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. P. 1	Q. P. 1
5. K. Kt. to his 5th	K. Kt. to R. 3d

Your last move is badly played. Your attack is premature, and you not only lose several moves, but give your adversary time to bring out his pieces to advantage.

Instead of K. Kt. to his 5th, you should have played Q. B. P. 1, or even have Castled.

6. Q. to K. R. 5th	Castles
7. K. R. P. 1	Q. Kt. to Q. 5th
8. K. B. to Q. Kt. 3d	Kt. takes B.
9. R. P. takes Kt	K. B. P. 2 sq.

PROBLEM No. 129.

By Mr. Mc G——y.

Black.

White compels Black to Mate him in four moves. White.

PROBLEM No. 130.

By the same Author.

Black

White playing first, Mates in four moves. White.

PROBLEM No. 131.

Black. By an American Amateur.

White to play, and Mate in four moves. White.

PROBLEM No. 132.

Black. By Mr. S. Boden. From actual play.

White moving first, to checkmate in five moves. White.

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CHESS IN THE METROPOLIS.

Game between Captain KENNEDY and Mr. LOWE.

White. (Capt. K.)	*Black.* (Mr. L.)	*White.* (Capt. K.)	*Black.* (Mr. L.)
1. K. P. 2	K. P. 2	20. Q. B. to Q. 2d	K. Kt. P. takes P.
2. K. B. P. 2	P. takes P.	21. Q. B. takes P.	Q. R. to Q. Kt. sq.
3. K. B. to Q. B. 4th	Q. to K. R. 5th, ch.	22. Q. R. to K. Kt. sq.	K. to K. B. sq.
4. K. to B. sq.	Q. Kt. P. 2	23. Q. B. to K. Kt. 5th	Q. Kt. to Q. 4th
5. B. takes Q. Kt. P.	Q. B. to Q. Kt. 2d	24. P. to Q. B. 4th	Q. Kt. to Q. Kt. 5th
6. Q. to K. 2d	K. Kt. to B. 3d	25. Q. B. to K. B. 6th	K. Kt. to K. 3d
7. Q. Kt. to B. 3d	Q. B. to B. 3d	26. Q. R. to K. Kt. 4th	Q. Kt. takes K. B.
8. K. Kt. to B. 3d	Q. to K. R. 3d	27. P. takes Kt.	K. R. to K. R. 3d
9. Q. P. 2	K. B. to Q. Kt. 5th	28. K. R. tks K. R. P. (*c*)	R. takes R.
10. K. P. 1	K. Kt. to K. R. 4th	29. R. takes R.	K. to K. sq.
11. K. to Kt. sq.	B. takes Q. Kt.	30. R. to K. R. 8th, ch	Kt. interposes
12. P. takes B.	Q. Kt. to K. 2d	31. Q. B. P. 1	Q. P. 1
13. K. B. to Q. 3d (*a*)	K. Kt. P. 2	32. K. P. takes P.	P. takes P.
14. K. Kt. P. 2	Q. to Q. B. 3d	33. P. takes P.	R. to Q. Kt. 7th (*d*
15. K. to K. B. 2d	Q. takes Kt., ch. (*b*	34. B. to K. 7th	R. takes Q. R. P.
16. Q. takes Q.	B. takes Q.	35. R. takes Kt., ch.	K. to Q. 2d
17. K. takes B.	K. Kt. to K. Kt. 2d	36. P. to Q. 5th	R. to Q. R. 6th
18. K. R. P. 2	K. R. P. 2	37. R. to Q. 8th	
19. K. Kt. P. tks. P.	K. R. takes P.		

Mate.

Notes.

(*a*) Threatening to win a piece, by the advance of his K. Kt. P. 2 next move.

(*b*) A distinguished player (Buckle), who overlooked this game, was in favour of Black's playing Q. Kt. to K. Kt. 3d, in place of this move; but, in that case, White, instead of taking the Kt. left *en prise*, which he could not safely venture to do, might have played P. to Q. B. 4th, and thereby, we think, have improved his position.

(*c*) P. to Q. 5th square would also have been a good move.

(*d*) K. to Q. 2d would have availed him nothing.

Game in the pending contest between Mr. STAUNTON and Mr. C. KENNY, Mr. S. giving the odds of his Queen's Rook.

(*Remove White's Queen's Rook from the Board.*)

White. (Mr. S.)	*Black.* (Mr. K.)	*White.* (Mr. S.)	*Black.* (Mr. K.)
1. K. P. 2	K. P. 2	14. P. takes B.	Kt. takes B.
2. K. B. to Q. B. 4th	K B. to Q. B. 4th	15. Q. takes Kt.	B. to Q. B. 3d
3. Q. Kt. P. 2	B. takes Kt. P.	16. B. to Q. R. 3d (*a*)	Q. to Q. 2d (*b*)
4. B. to Q. Kt. 2d	Q. P. 1	17. Q. to Q. Kt 4th	K. R. P. 1
5. K. B. P. 2	K. Kt. to B. 3d	18. Kt. to K. R. 3d (*c*)	B. takes K. P.
6. Q. to K. 2d	Q Kt. to B 3d	19. Castles	Q. to Q. B. 3d
7. K. Kt. to B. 3d.	Q. to K. 2d	20. Kt. to B. 2d	B. takes Kt. P.
8. K. B. P. 1	B. to Q. B. 4th	21. R. to Q. Kt. sq.	Kt. to Q. 4th (*d*)
9. Q. B. P. 1	Q. B. to Q. 2d	22. Q. to K. Kt. 4th	Kt. takes K. P.
10. Q. Kt. to R. 3d	Castles on Q. side	23. Q. to K. Kt. 3d	Q. to K B. 6th
11. Q. Kt. to B. 2d	K. R. to K. sq.	24. B. to Q. B. sq. (*e*)	Q. takes Q.
12. Q. Kt. to K. 3d	Q. Kt. to Q R. 4th	25. P. takes Q.	Kt. takes P.
13. K. Kt. to his 5th	B. takes Q. Kt.	26. K. takes B.	

The game was prolonged for many moves, but White was compelled to succumb to the irresistible force of Black's eight Pawns.

Notes.

(*a*) To prevent the immediate advance of the Q. P.
(*b*) This insures to Black the gain of a Pawn.
(*c*) Taking the K. B. P. would cost a piece.
(*d*) All this is very well played by Mr. Kenny.
(*e*) White gains a piece by this manœuvering, but he leaves his adversary stronger than before.

Game played between Mr. HARRWITZ and Mr. MONGREDIEN. The former giving the Pawn and move.

(*Remove White's K. B. P. from the Board*)

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
1. K. P. 2	Q. Kt. to B. 3d	17. K. R. P. 1	B. to B. 5th
2. Q. P. 2	K. P. 2	18. B. takes B.	Q. takes B.
3. Q. P. 1	Q. Kt. to K. 2d	19. Q. to B. 2d	Castles
4. B. to Q. 3d	Q. P. 1	20. K. to K. 2d	Q B. to K. Kt. 5th (*b*
5. B. to K. Kt. 5th	Q. to Q. 2d	21. P. takes B.	Q. takes P., ch.
6. Q. Kt. to B. 3d	K. R. P. 1	22. K. takes Kt.	R. takes Q.
7. B. to K. 3d	K. Kt. to B. 3d	23. R. takes R.	Q. takes R. P.
8. K. B. P. 2	K. Kt. to Kt. 5th	24. Q. R. to K. B. sq.	R. to K. sq.
9. B. to Q. 2d	P. takes P.	25. Kt. to Q. Kt. 5th	Q. to Kt. 6th, ch.
10. B. takes P.	Q. Kt. to K. Kt. 3d	26. K. to Q. 2d	Q. B. P. 1
11. B. to K. Kt. 3d	B. to K. 2d	27. P. takes P.	P. takes P.
12. K. R. P. 1	K. Kt. to K. 6th	28. Kt. to Q. 4th	Q. P. 1
13. Q. to K. 2d	Q. Kt. to R. 5th	29. Kt. to K. B. 5th	Q. to Kt. 4th, ch.
14. R. to R. 2d (*a*)	B. to Kt. 4th	30. K. to Q. sq.	P. takes P.
15. K. Kt. to B. 3d	Kt. takes Kt., ch.	31. Kt. to Q. 6th	Q. to K. R. 4th, ch.
16. P. takes Kt.	Q. to B. 2d	32. K. to Q. B. sq.	P. takes B.

Black. (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)
33. Kt. takes R.	Q. takes Kt.	46. K. to Q. B. 3d	Q. to Kt. 6th, ch.
34. P. takes P.	Q. to Kt. 6th, ch.	47. K. to Kt. 4th	Q. to K. 8th, ch.
35. K. to B. 2d	Q. to Q.B. 4th, ch.	48. K. to R. 4th	Q. to K. 3d
36. K. to Kt. sq.	K. Kt. P. 2	49. R. to Q.B. 5th, ch.	K. to R. 5th
37. R. to B. 6th	K. to Kt. 2d	50. R. to Q. B. 7th	K. Kt. P. 1
38. K.R. to B. 7th, ch.	K. to Kt. 3d	51. R. from B. 7th, takes P.	Q. to K. sq.
39. Q.R. to B. 5th, ch.	K. to R. 4th		
40. Q. R. P. 1	Q. to Q. 5th (*c*)	52. K. to R. 5th	K. R. P. 1
41. K. to B. 2d	K. Kt. P. 1	53. R. to Q. B. sq.	K. Kt. P. 1
42. R. to B. 4th	Q. to B. 4th, ch.	54. R. from B. 6th to B. 2d	Q. to Q. sq., ch.
43. K. to Q. 2d	K. to Kt. 4th		
44. R. to Q. B. 4th	Q. to K. 4th	55. K. to R. 4th	Q. takes P., ch.
45. Q. P. 1	Q. to K. B. 7th, ch.	56. R. to B. 4th	P. Queens

Black resigns.

Notes.

(*a*) Black would have gained nothing by taking the Q. Kt. with his Bishop, although it looks as if the other Knight was compromised beyond escape.

(*b*) Finely played.

(*c*) Prepared to exchange the Queen for the two Rooks whenever the opportunity occurs.

CHESS IN THE PROVINCES.

Game lately played between Messrs. SALMON and G. WALLER, of the Dublin Chess Club.

White. (Mr. W.)	*Black.* (Mr. S.)	*White.* (Mr. W.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	22. P. takes P. doub. ch.	K. takes P.
2. K. B. to Q. B. 4th	K. B. to Q.B. 4th	23. R. to K.B. 7th, ch.	K. to Kt. sq.
3. K. Kt. to B. 3d	Q. Kt. to B. 3d	24. R. to K. B. 6th	P. takes Kt.
4. Q. Kt. P. 2	B. takes Q. Kt. P.	25. R. takes Kt., ch.	K. to R. 2d
5. Q. B. P. 1	B. to Q. R. 4th	26. R. takes P.	K. R. to K. Kt. sq.
6. Castles	B. to Q. Kt. 3d	27. R. takes R.	R. takes R.
7. Q. P. 2	P. takes P.	28. Kt. to K. 4th	R. to K. Kt. 3d
8. P. takes P. (*a*)	Q. P. 1	29. R. to K. B. sq.	B. to K. R. 6th
9. Q. B. to Kt. 2d	Q. B. to K.Kt. 5th	30. Kt. to K.B.6th, ch.	K. to R. sq.
10. K. B. to Q.Kt. 5th	K. to B. sq.	31. R. to K. B. 2d	B. takes K.Kt.P. (*d*
11. B. takes Kt.	P. takes B.	32. R takes B.	R. takes Kt.
12. Q. Kt. to Q. 2d	K. B. P. 1 (*b*)	33. R. to K. B. 2d	K. to Kt. 2d
13. Q. to her B 2d	Q. to Q. 2d	34. R. to Q. 2d	Q. B. P. 2
14. Q. to her B. 3d	Q. B. P. 1	35. K. to Kt. 2d	K. to Kt. 3d
15. Q. P. 1	Kt. to K. 2d	36. K. R. P. 1	R. to B. 5th
16. Kt. to K. Kt. 5th	K. R. P. 1	37. K. to Kt. 3d	K. to B. 4th
17. K. B. P. 2	Kt. to K. Kt. 3d	38. B. to Q. B. sq.	Q. B. P. 1
18. K. P. 1	Q. P. takes P.	39. R. to Q. B. 2d	Q. P. 1
19. P. takes P.	Q. takes Q. P.	40. B. takes R.	P. takes R.
20. P. takes P.	Q. to her 5th, ch.	41. K. to K. B. 3d	B. to Q. sq.
21. Q. takes Q. (*c*)	P. takes Q.		

And Black wins.

[*Notes.*

Notes.

(*a*) In this position, when the adverse Q. P. is unmoved, we prefer advancing the P. to K.'s 5th.

(*b*) This opening is not defended properly by Black.

(*c*) Better possibly to have retired the King.

(*d*) Stronger play apparently than—31. Q. P. 1.

Game played at the Brighton Chess Club, between CAPTAIN KENNEDY and Mr. B———th.

White. (Capt. K.)	*Black.* (Mr. B.)	*White.* (Capt. K.)	*Black.* (Mr. B.)
1. K. P. 2	K. P. 2	15. B. to K. Kt. 5th	Q. to K. 3d (*a*)
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. B. to K. 7th	Kt. takes B. (*b*)
3. K.B. to Q. Kt. 5th	K. B. to Q. B. 4th	17. Q. Kt. to K. Kt. 5th	Q. to Q. B. 5th
4. Q. B. P. 1	K. Kt. to B. 3d.	18. P. takes Kt.	R. to K. sq.
5. Q. P. 2	P. takes P.	19. Q. Kt. P. 1	Q. to Q. B. 3d
6. K. P. 1	K. Kt. to Q. 4th	20. Q. R. to Q. B. sq.	Q. to Q. Kt. 4th
7. Castles	Castles	21. Q. R. P. 2	Q. to Q. R. 4th
8. P. takes P.	B. to Q. Kt. 3d	22. Q. Kt. P. 1	Q. takes Q. Kt. P.
9. Q. Kt. to B. 3d	K. Kt. to K. 2d	23. Q. to Q. 5th, ch.	K. to R. sq.
10. Q. P. 1	Q. Kt. to his sq.	24. Kt. to K. B. 7th, ch.	K. to Kt. sq.
11. Q. P. 1	K. Kt. to K. Kt. 3d	25. Kt. to K R 6th, d. ch	K. to R. sq.
12. K. B. to Q. 3d	Q. Kt. to Q. B. 3d	26. Q. to K. Kt. 8th, ch.	R. takes Q.
13. K. B. takes Kt.	K. B. P. takes B.	27. Kt. to K. B. 7th	
14. Q. Kt. to K. 4th	Q. to K. sq.		

Mate.

Notes.

(*a*) Had Black taken K. P. with Kt. at this point, he would have lost the exchange—*ex. gr.*

15. Kt. takes K. P.
16. Q. to Q. 5th, check Kt. interposes to avoid losing a piece
17. B. to K. seventh

(*b*) After the capture of the Bishop, Black has no means left of saving the game.

NOTICES TO CORRESPONDENTS.

"X. Y. Z." Settle, Yorkshire.—Your two solutions are quite right. "The Sphynx" frontispiece is left in the hands of the inventor. If it admits of correction, it will be amended; and if not, it will be cancelled in the next edition.

"Oxoniensis."—We are obliged by the variation, which is instructive and interesting also.

"C. L. S." Sedgley.—Our best thanks are due for the list of *errata* politely forwarded by C. L. S.

"Mirza."—Much to the regret and loss of our metropolitan amateurs, Mr. Harrwitz has left for Germany. The period of his return is uncertain, but we are happy to say that during his absence he will continue a contributor to this Journal, and we look forward with no ordinary interest to the promised account of his procedings among the great players of Berlin.

"F. R. S."—To command anything like a remunerative sale, a Chess Work must be adapted to the taste and capacity of the multitude. A book for "finished players" would be a ruinous affair both for author and publisher.

"Aros."—The first impression of the Chess Player's Handbook was a very large one, and there is not likely therefore to be a demand for a second edition just yet.

"M. P."—Mr. Horwitz is a Portrait Painter. His address—The London Chess Club.

To the Editor of the Chess Player's Chronicle.

Sir,—As Mr. Staunton's "Handbook" has deservedly met with such success that a second edition will soon be called for by the public, it will be an object to make it as perfect as possible. It is for this reason that I venture (I should not have ventured otherwise) to trouble you with a correction of the position in Diagram 13, at page 412 in the Handbook. The position is one in which White has a King, Bishop, and Pawn against King; but Black draws through, the Pawn being a Rook's Pawn marching to a square not commanded by the Bishop, and his own King having first move. The series of moves in the Handbook are—

White.	*Black.*
	1. K. to his square
2. K. to Kt. 5th	2. K. to B.'s squae
&c.	&c.

and the game is said to be drawn.

If, however, Black at first move play K. to his square, it seems that White may win it: *e. g.*—

	1. K. to his square
2. B. to B. 4th	2. K. to B.'s square (or A)
3. P. one	3. K. to his second
4. P. one	

Winning.

(Variation A.)

	1. K. to his square
2. B. to Q. B. 4th	2. K. to his second
3. K. to Kt. 5th (best)	3. K. to B. square
4. P. 1	And wins.

Thus it seems that if Black, at first move, move K. to his square, White can win the game. The statement of the "Handbook," that the game is drawn, can be verified in another manner: *e. g.*—

	1. K. to his second
2. B. to Q. B fourth (or B)	2. K. to B. third (his only move to draw)

And draws the game.

(Variation B.)

	1. K. to his second
2. P. one	2. K. to B. second (his only move to draw.)

And draws.

The peculiarity of this latter variation is, that if Black, after the Pawn was moved, were to play K. to B. 3d, he would lose the game by B. to K. R. 5th. Altogether, it is very instructive, and on that account I was induced to trouble you with it.

I have the honour to be, your obedient Servant,

Oxoniensis.

P.S.—If in reply to K. to his 2d, White, instead of moving B. or P., play K. to Kt. 5th, Black draws by K. to B. square, as in the "Handbook."

August 9th, 1847.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 27 & 28. (See p. 251.)

No. 27.

White.	*Black.*
1. Q. to Q. R. 3d, ch.	Q. Kt. to Q. Kt. 5th
2. R. to K. B. 7th, ch.	B. takes R.
3. P. 1 sq.	

Mate.

No. 28.

White.	*Black.*
1. R. to K. B. 3d. ch.	K. to his 5th
2. R. to K. B. 6th, ch.	K. to Q. 5th
3 Kt. to Q. B. 2d, ch.	K. to Q. B. 4th
4. R. to Q. B. 6th	

Mate.

CALVI'S ELEMENTARY LESSONS.

Continued from page 260.)

In this position, it is evident that Black has his game better opened, and that you will be forced to withdraw your pieces, leaving the field open to your adversary.

Twentieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B 4th	K. B. to Q. B. 4th
4. Q. P. 2	K. B. takes P.

Q. P. 2 sq. is a bad move. Black would have played ill had he taken the Pawn with Pawn. (See the next opening.)

5. Q. B. P. 1	K. B. to Q. Kt. 3d
6. K. Kt. to his 5th	K. Kt. to R. 3d
7. Q. to K. R. 5th	Castles
8. Castles	Q. P. 1
9. K. to R. sq.	Q. to K. B. 3d
10. K. B. P. 2 sq.	Q. to K. Kt. 3d
11. Q. to K. R. 4th	P. takes P.
12. Q. B. takes P.	Kt. to his 5th

In this position, Black has the better game.

Twenty-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B 4th	K. B. to Q. B. 4th
4. Q. P. 2	P. takes P.

We have seen in the preceding game that Black did well to take the Pawn with Bishop.

5. K. Kt. to his 5th	K. Kt. to R. 3d

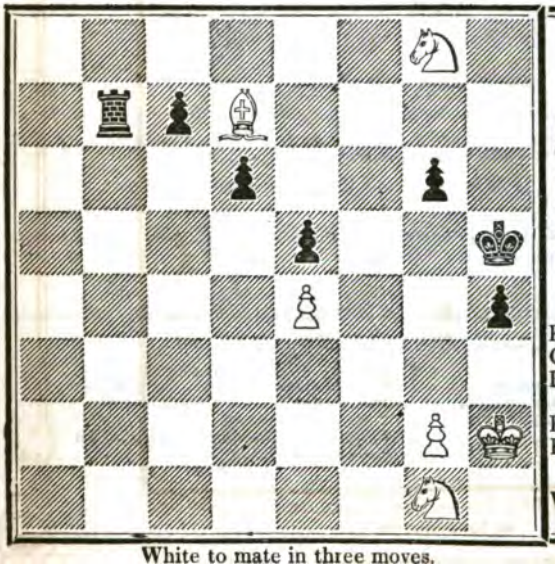
Had Black moved, instead, his Q. Kt. to K. 4th, he would have had a worse game.

6. K Kt. tks. KBP.	Kt. takes Kt.
7. B. tks. Kt., ch.	K. takes B.
8. Q to KR 5th, ch.	

The following move you take his K. B. with Q., and occupy a good position.

End of Fourteenth Lesson.

PROBLEM No. 29.



White to mate in three moves.

PROBLEM No. 30.

White.

K. on K. R. sq.
Q. on K. 4th
Rooks on K. Kt. and K. Kt. 7th
B. on K. Kt. 2d
Pawns on K. R. 2d and Q. 6th

Black.

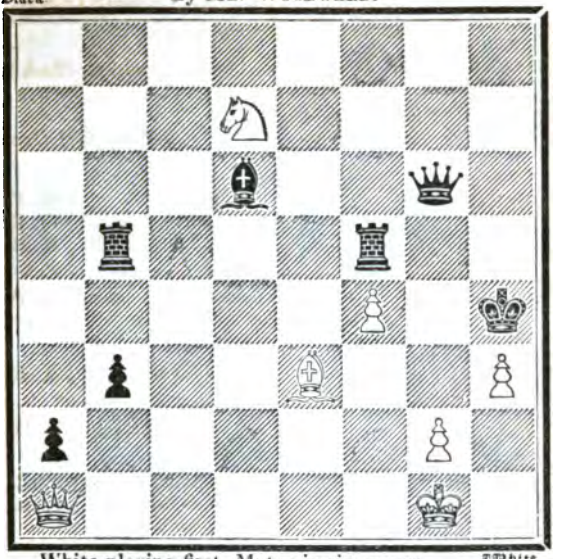
K. on K. R. sq.
Q. on K. R. 5th
Rooks on K. R. 3d and K. B. 5th
Kt. on K. 7th
Pawns on K. R. 2d and Q. 2d.

White to mate in 4 moves.

PROBLEM No. 133.

By Mr. Woodward.

Black.

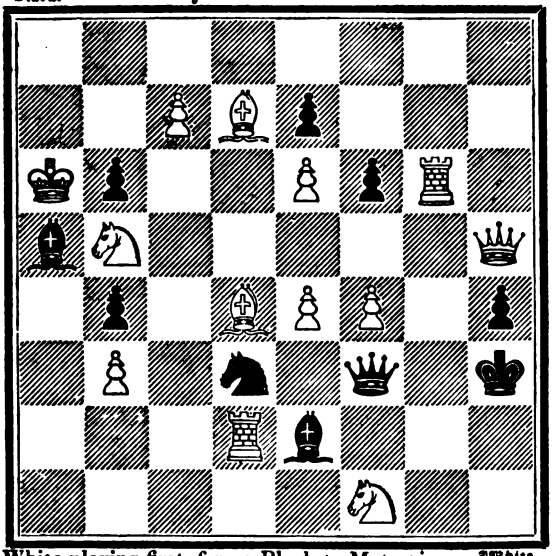


White playing first, Mates in six moves. White.

PROBLEM No. 134.

By Mr. Mc G——r.

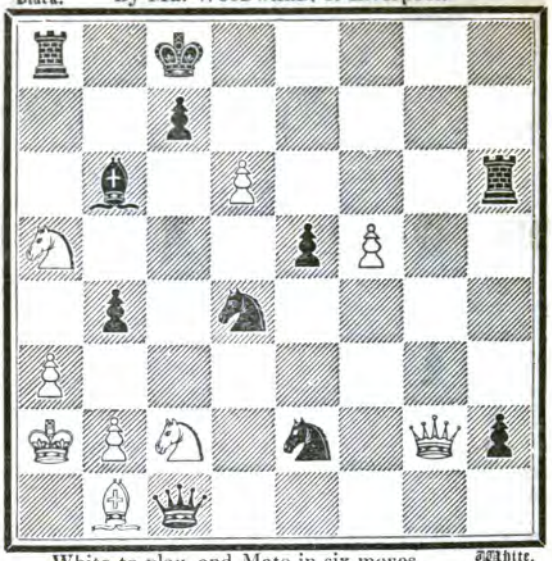
Black.



White playing first, forces Black to Mate nim in four moves. White.

PROBLEM No. 135.

Black. By Mr. Woodward, of Liverpool.



White to play, and Mate in six moves. White.

PROBLEM No. 136.

By Mr. G. Waller.
Of the Dublin Chess Club.

Black.

White to move, and Mate in four moves. White.

THE

Chess Player's Chronicle.

No. 36. NEW SERIES. | SATURDAY, AUGUST 28, 1847. | PRICE THREEPENCE.

CHESS IN BRIGHTON.

The two following games are part of an interesting little match now playing at the Brighton Chess Club, between CAPTAIN KENNEDY, and the most brilliant player of the London Club.

White. (Capt. K.)	*Black.* (Mr. —.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. B. P. 1	K. Kt. to B. 3d
4. Q. P. 2	K. Kt. takes P.
5. Q. P. takes P.	K. B. to Q. B. 4th
6. K. B. to Q. B. 4th	Q. to K. 2d
7. Castles	K. B. to Q. Kt. 3d
8. Q. B. to K. B. 4th	K. Kt. P. 2
9. B. to K. Kt. 3d	K. R. P. 2
10. Q. to Q. 5th	K. Kt. takes Q. B.
11. K. R. P. takes Kt.	K. Kt. P. 1
12. K. Kt. to Q. 4th	Kt. takes K. P.
13. K. Kt. to K. B. 5th	Q. to K. B. 3d
14. K. Kt. to Q. 4th	Q. P. 1.
15. Q. Kt. to Q. 2d (*a*	Q. B. P. 1
16. Q. Kt. to K. 4th	Q. B. P. takes Q. (*b*
17. Q. Kt. takes Q., ch.	K. to K. B. sq.
18. B. tks. P. on Q. 5th	Kt. to Q. 6th
19. Q. Kt. P. 1	Kt. to Q. Kt. 5th (*c*
20. B. to Q. B. 4th	K. B. takes K. Kt.
21. P. takes B.	K. to K. Kt. 2d
22. Kt to Q. 5th	Kt. to Q. B. 3d
23. Kt. to Q. B. 7th (*d*	Q. R. to Q. Kt. sq.
24. Q. P. 1	Kt. to K. 4th
25. Kt. to Q. Kt. 5th	K. R. to Q. sq.
26. Kt. takes Q. R. P.	B. to K. B. 4th
27. Kt. to Q. Kt. 5th	Q. R. to Q. B. sq.
28. K. R. to Q. B. sq.	Q. R. to Q. B. 4th
29. K. R. to Q. B. 3d	Q. R. takes Kt.
30. B. takes R.	B. to K. 5th
31. Q. R. to Q. sq.	K. to K. B. 3d
32. K. B. P. 1	P. takes P.
33. P. takes P.	B. takes P.
34. Q. R. to K. B. sq.	K. to K. Kt. 4th
35. K. R. takes B.	Kt. takes R.
36. R. takes Kt.	

And Black resigned.

Notes.

(*a*) This is well timed, and very materially influences the result of the game.

(*b*) We should have preferred playing Q. to K. 3d, leaving White to take the Q.'s P. if he chose.

(*c*) A fine move.

(*d*) White must now gain a Pawn.

Between the same players.

Black. (Mr. —.)	*White.* (Capt. K.)	*Black.* (Mr. —.)	*White.* (Capt. K.)
1. K. P. 2	K. P. 2	16. Q. R. P. 2	Q. R. P. 1
2. K.B. to Q.B. 4th	K.B. to Q. B. 4th	17. Q. R. P. 1	B. to Q. R. 2d
3. K. Kt. to B. 3d	Q. Kt. to B. 3d	18. Q. R. to Q. R. 2d	K. R. to K. R. 3d
4. Q. B. P. 1	Q. P. 1	19. K. to K. sq.	K. R. to K. Kt. 3d
5. Castles	Q. B. to K. Kt. 5th	20. Kt. to Q. R. 3d	Q. B. P. 1
6. K. R. P. 1	B. takes Kt.	21. B. to Q.Kt. 3d (*b*	B. tks. K. B. P., ch
7. K. Kt. P. tks. B.	Q. to K. R. 5th	22. K. to Q. sq	B. to Q. R. 2d
8. K. to K. Kt. 2d	K. Kt. to B. 3d	23. Kt. to Q. B. 4th	Q. to K. Kt. 6th
9. Q. P. 1	K.Kt. to K. R. 4th	24. K. R. to K. B. sq.	Q. takes K. R. P.
10. Q. to K. 2d	Q. Kt. to K. 2d	25. Kt. to Q. 2d	Kt. to K. Kt. 7th
11. K. R. to R. sq. (*a*	Q. Kt. to K. Kt. 3d	26. Kt. to Q. B. 4th	Q. P. 1
12. K. to K. B. sq.	K. Kt. to K. B. 5th	27. P. takes P.	P. takes P
13. B. takes Kt.	Kt. takes B.	28. Q. to K. 2d	P. takes Kt.
14. Q. to Q. B. 2d	K. R. P. 2	29. Q. tks. K. P., ch.	K. R. to K. 3d
15. Q. Kt. P. 2	B. to Q. Kt. 3d	30. Q. tks. K. Kt. P.	Kt. to K. 6th, ch.

And Black resigned. (*c*)

Notes.

(*a*) Already, Black's position is embarrassing, and his forces badly placed.

(*b*) This error is decisive. It loses an important Pawn, and brings White's Bishop into unfettered action.

(*c*) The present game is very much below the mark of Black's usual play.

CHESS IN THE METROPOLIS.

Well-played game between Mr. STAUNTON and Mr. C. KENNY, the former giving his Queen's Rook.

(*Remove Black's Queen's Rook from the Board.*)

Black. (Mr. S.)	*White.* (Mr. K.)	*Black.* (Mr. S.)	*White.* (Mr. K.)
1. K. P. 2	K. P. 2	19. Kt. to B. 6th, ch.	B. takes Kt.
2. K. B. P. 2	P. takes P.	20. K. to R. 2d	Castles on K. side
3. K.B. to Q. B. 4th	Q. to R. 5th, ch.	21. R. to K. sq.	Q. to B. 4th (*e*)
4. K. to B. sq.	Q. Kt. P. 2	22. B. to Q. B. 2d	Q. to K. Kt 5th
5. B. to Q. Kt. 3d (*a*	Q. B. to Kt. 2d	23. B. to Q sq.	Q to Kt. 6th, ch.
6. Q. to K. 2d	Q. R. P. 1	24. Q. takes Q.	P. takes Q., ch.
7. Q. P. 2	K. Kt. P. 2	25. K. takes P.	B. takes Q. Kt. P.
8. B. to Q. 2d	Q. Kt. to B. 3d	26. Kt. to B. 2d	Q. R. to K. sq.
9. K. Kt. to B. 3d	Q. to R. 4th	27. R. to K. B. sq.	Q. B. P. 2
10. Q. B. P. 1	B. to K. Kt. 2d	28. Kt. to K. 3d	B. to K. 4th, ch.
11. K. R. P. 2	K. R. P. 1	29. K. to R. 3d	B. to K. B. 5th (*f*
12. K. to Kt. sq.	Q. to Kt. 3d	30. R. takes B.	P. takes R.
13. K. R. P. 1	Q. to R. 2d	31. Kt. to B. 5th	K. to R. 2d
14. Q. Kt. to R. 3d	Kt. takes Q. P. (*b*	32. B takes P.	R. to K8th
15. P. takes Kt.	Q. takes K. P.	33. B. to K. Kt. 4th	B. to K. 5th
16. Q. to K. B. 2d	Kt. to K. B. 3d	34. Kt. takes P.	R. to R. 8th, ch.
17 t. to K. 5th (*c*)	Kt. to K. Kt. 5th (*d*	35. K. to Kt. 3d	R. to K. Kt. 8th
18. t. takes Kt.	B. takes P.	36. K. to R. 4th	R. takes P.

Black. (Mr. S.)	*White.* (Mr. K.)
37. B. to R. 3d	K. B. P. 2 (*g*)
38. B. takes R.	B. takes B.
39. K. to Kt. 5th	B. to K. 5th
40. B. to Q. 6th	R. to Q. B.
41. Kt. to K. B. 7th	Q. B. P. 1
42. K. to R. 4th (*h*)	R. to K. Kt. sq. (*i*
43. Kt. to K. Kt. 4th, ch.	R. takes Kt.
44. K. takes R.	Q. B. P. 1
45. B. to Q. R. 3d	Q. B. P. 1
46. B. to Q. B. sq.	Q. R. P. 1
47. K. R. P. 1	Q. P. 2

The game was prolonged for some time, but was won by the force of White's Pawns.

Notes.

(*a*) In games without odds, it is perhaps better to take this Pawn.

(*b*) With so great a preponderance of force, White does wisely in thus breaking up the game, although apparently at a little sacrifice.

(*c*) B. to Q. B. 2d would have been stronger play, we believe.

(*d*) K. Kt. P. 1 would have been at least as good, but the move in the text is very clever.

(*e*) Q. to her 5th we think would have been more forcing.

(*f*) All this is played in a style beyond the mark of one who receives a Rook.

(*g*) An excellent move.

(*h*) Has Black any better move? If K. to B. 6th, the answer would be R. to Q. B. 3d; and if K. to B. 4th, the K. R. P. is lost in a move or two.

(*i*) This is very good, but hardly equal to advancing the Pawns.

The following clever specimens of the Evans Gambit were played between Mr. Harrwitz and Mr. S——s, a celebrated Metropolitan Amateur.

White. (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Q. Kt. P. 2	B. takes Kt. P.
5. Q. B. P. 1	B. to R. 4th
6. Castles	Q. P. 1
7. Q. P. 2	P. takes P.
8. P. takes P.	B. to Kt. 3d
9. Q. P. 1	Q. Kt. to K. 2d
10. K. P. 1	Q. B. to K. Kt. 5th
11. Q. B. to Kt. 2d	P. takes P.
12. B. takes P.	K. B. P. 1
13. Q. B. to Q. Kt. 2d	Q. to Q. 2d
14. R. to K. sq.	K. B. to Q. B. 4th
15. Q. Kt. to B. 3d	Castles
16. K. R. P. 1	B. takes Kt.
17. Q. takes B.	B. to Q. 3d
18. Q. Kt. to Kt. 5th	Q. R. P. 1
19. Kt. to Q. 4th	Q. Kt. to K. Kt. 3d
20. Kt. to K. 6th (*a*)	R. to K. sq.
21. Q. R. to Q. Kt. sq.	K. Kt. to R. 3d
22. Q. to K. 3d	Q. B. P. 2
23. P. takes P. *en pass.* (*b*	Q. takes P.
24. B. to Q. 3d	K. to Kt. sq.
25. Q. to Q. 2d	R. takes Kt.
26. R. takes R.	B. to K. R. 7th, ch.
27. K. takes B.	Q. takes R.
28. Q. to Q. Kt. 4th	R. to Q. sq.
29. B. takes Kt.	P. takes B.
30. B. takes B. P.	R. to Q. 2d
31. B. takes P.	Kt. to K. B. 4th
32. Q. to K. B. 4th, ch.	K. to R. sq.
33. B. to K. 5th	Q. takes Q. R. P.
34. R. to Q. Kt. 2d	Q. to Q. 4th
35. R. to Q. Kt. 6th	Kt. to K. 2d
36. Q. to K. 3d	Kt. to Q. B. 3d
37. B. to K. Kt. 3d	R. to K. 2d.
38. Q. to K. B. 4th (*c*	R. to K. B. 2d
39. Q. to K. Kt. 4th	K. to R. 2d
40. R. to Q. Kt. sq.	Kt. to K. 4th
41. Q. to Q. Kt. 4th	R. to K. R. 2d
42. Q. to Kt. 6th, ch.	K. to R. sq.
43. R. to K. sq.	R. to K. 2d
44. Q. to K. B. 6th (*d*	Kt. to B. 6th, ch.
45. P. takes Kt.	R. takes R.
46. Q. to B. 8th, ch.	K. to R. 2d
47. B. to Kt. 8th, ch.	K. to Kt. 3d
48. Q. to Q. Kt. 4th, ch.	

And wins.

Notes.

(*a*) K. to Q. B.'s 6th would have been good also, and might have led to many ingenious variations.

(*b*) Q. to her R.'s 3d might have been played with equal advantage.

(*c*) Threatening to take the Knight for nothing.

(*d*) All this portion of the game is played with remarkable attention and ability.

Between the same antagonists.

White. (Mr. H.)	*Black.* (Mr. S.)	*White.* (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	14. Q. Kt. to K. 2d	B. takes K. Kt.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	15. P. takes B.	Kt. to K. 4th
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	16. B. takes Kt.	P. takes P.
4. K. Kt. P. 2	B takes Kt. P.	17. Kt. to K. Kt. 3d	Q. B. P. 1
5. Q. B. P. 1	B. to Q. R. 4th	18. K. to R. sq.	P. takes P.
6. Castles	Q. P. 1	19. P. takes P.	B. to Q. 5th
7. Q. P. 2	P. takes P.	20. Q.R. to Q. Kt. sq.	Q. Kt. P. 1
8. P. takes P.	B. to Q. Kt. 3d	21. Kt. to K. B. 5th	Q. to K. B. 3d
9. Q. P. 1	Kt. to Q. R. 4th	22. R. to K. Kt. sq.	K. Kt. P. 1
10. B. to Q. 3d	Kt. to K. 2d	23. R. to K. Kt. 3d	K. to R. sq.
11. Q. B. to Kt. 2d	Castles	24. Q. to K. R. 6th	R. to K. Kt. (*a*
12. Q. to Q. 2d	Kt. to K. Kt. 3d	25. Mates in 3 moves.	
13. Q. Kt. to B. 3d	Q.B. to K.Kt. 5th		

Note.

(*a*) Had he taken the Knight, mate or the loss of his Queen was equally inevitable.

SOLUTIONS TO PROBLEMS IN No. 30.

No. 117.

White.	*Black.*
1. R. takes Kt.	Q. to Q. R. 4th (best)
2. Q. to Q. 5th	Q. takes Q. (best)
3. R. takes Q., dis. ch.	K. takes P.
4. K. to K. B. sq.	Kt. P. takes P.
5. R. to Q. 4th	P. to Q. Kt. 7th
6. R. to K. B. 4th	

Mate.

No. 118.

White.	*Black.*
1. R. takes B., ch.	P. takes R.
2. B. checks	Kt. takes B.
3. R. to K. B. 5th, ch.	Q. takes R.

Stalemate.

No. 119.

White.	*Black.*
1. R. to K. B. 7th	B. checks (best)
2. K. to B. 6th	B. to K. B. 3d
3. B. takes Kt., ch.	K. to K. B. 4th
4. R. to B. 4th, ch.	K. to Kt. 4th (best)
5. B. checks	K. takes R.
6. R. takes B., ch.	K. to K. 4th
7. R. to B. 7th	

And Bishop mates next move.

No. 120.

White.	*Black.*
1. Q. to K. 6th, ch.	Kt. takes Q. (best)
2. R. to K. R. 8th, ch.	K. to B. 2d
3. Kt. to Q. 6th. ch.	K. to K. 2d
4. R. to K. 8th, ch.	K. takes Kt.
5. Q. B. P. 1, ch.	Kt. takes P.
6. B. to K. 5th	

Mate.

NOTICES TO CORRESPONDENTS.

"An Amateur."—Black must play his Knight.

"C. S. L."—You are not singular in your complaints of irregularity in the delivery of the weekly numbers of The Chess Player's Chronicle. If the fault lies in the Office, it shall be corrected; but we believe it rests with the Post-office authorities. At any rate, inquiry shall be made. Thanks for the pleasant Enigma "by a Lady," which is too agreeable to be lost.

"D. P. W."—The works of the two authors named will be found, with their dates of publication, in the useful Catalague of Chess Writers appended to Walker's "Art of Chess-Play."

"C. K."—The contest between Captain Kennedy and Mr. —— was decided on Saturday last, in favour of the former; the score at the termination being:—

Captain Kennedy..... 7 | Mr. —— ..... 3 | Drawn..... 1.

Another match has commenced, the first game of which was cleverly won by the London Amateur.

CALVI'S ELEMENTARY LESSONS.

Continued from page 268.

FIFTEENTH LESSON.

Second Section.

King's Knight's game.

Twenty-second Opening.

This opening, given by the Anonymous of Venice, is a variation of the giuoco piano of the Italians. To explain it according to our own rules, I have been obliged to make a variation at the 5th move.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th
4. Castles	K. Kt. to B. 3d
5. Q. Kt. to B. 3d	K. Kt. to his 5th
6. K. to R.	K. Kt. tks. K. B. P. check

Your move of K. to R. is well played. Had the Knight not captured the K. B. P., you would have been able to have pushed it on two squares.

7. R. takes Kt.	B. takes R.
8. Q. to K. B.	B. to Q. B. 4th

Black could also withdraw his Bishop to other squares, but this is evidently the best.

9. K. B. tks. K. B. P. ch.	K. to B.

Had Black taken your Bishop, you could have taken the K. P. with Knight, giving double check, which would speedily win you the game.

10. Q. P. 2	K. B. to K. 2d
11. P. takes P.	Q. P. 1
12. K. P. 1	K. B. to his 3d
13. Q. Kt. to Q. 5th	Q. Kt. to K. 4th
14. Kt. takes Kt.	P. takes Kt.
15. Q. B. to R. 6th	P. takes B.
16. Kt. takes B.	Q. to her 3d
17. Kt. to Q. 5th	

In this position you can easily win.

Twenty-third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. Kt. to B. 3d

The bringing out the K. Kt. at this point is bad.

4. Q. to K. 2d	K. B. to Q. B. 4th

Instead of playing Q. to K. 2d, you should have moved your K. Kt. to his 5th. (See the next Opening.)

5. K. B. tks. K. B. P. ch.	K. takes B.
6. Q. to Q. B. 4th, ch.	K. to K.

Black should have covered the check with his Q. B.—you could have taken the K. P. with the Queen; but Black, by taking your K. P. with his Pawn, would have acquired the better position.

7. Q. takes B.	Kt. takes K. P.
8. Q. to K. 3d	Q. P. 2. sq.
9. Q. P. 1	

It is evident that you have the better game.

As we have noticed above, this opening contains some faults, although it is one of Carrera's.

Twenty-fourth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. Kt. to B. 3d
4. K. Kt. to his 5th	Q. P. 2
5. P. takes P.	K. Kt. takes P.
6. Q. to K. B. 3d	Q. takes Kt.

Q. to K. B. 3d is badly played: we have before seen that the correct move is to take the K. B. P. with Knight, as given by Greco. You could also play the Q. P. 1 square, defending your Knight.

7. B. takes Kt.	Kt. to Q. 5th
8. Q. tks. K. B. P., ch.	K. to Q.
9. K. B. to K. 4th	Q. B. to K. 3d

In this position you ought to lose. If, instead of bringing your Bishop to the defence of your two Pawns, you had played the King to Queen sq., Black would have checked with his Q. B. at K. Kt. 5th. Supposing this—had you pushed on the K. B. P. 1 square, Black could have withdrawn his Bishop to K. R. 4th; and had you played K. B. to his 3d, you would have lost a piece, for example:

	Q. B. to K. 3d
Q. to K. R. 5th	Kt. takes B.

Twenty-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. Kt. to B. 3d
4. K. Kt. to his 5th	Kt. takes K. P.

It is bad in this position to take the K. P. with the Kt., but you must play very correctly to win the game.

5. Kt. takes K. B. P.	Q. to K. R. 5th

If instead of taking Pawn with Kt. you had taken Knight with Knight, Black, by moving his Q. P. 2 sq., would have regained his piece with a good position. Instead of taking K. B. P. with Kt., the correct move was to take it with Bishop giving check: *e. g.*—

B. takes K. B. P., ch.	K. to K. 2d
Q. P. 1	K. Kt. to B. 3d

If he take your Knight, he loses his Queen.

K. B. to Q. Kt. 3d, with a better game.

6. K. Kt. P. 1	Kt. tks. K. Kt. P.
7. K. B. P. takes Kt.	Q. takes B.

In this position Black ought to win.

This opening is given by Lewis in his Treatise, and I deem it very useful to shew beginners the elementary moves.

Twenty-sixth Opening.]

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	K. B. P. 2

This opening is given by Ponziani, p. 105.

K. B. P. 2 sq. is a bad move.

4. B. takes Kt.	R. takes B.

If Black take Pawn with Pawn, you should take K. P. with Kt.

5. Q. P. 2 sq.	K. B. P. tks. K. P.

Black could also take Q. P. with Pawn. (See the two following variations.)

6. Kt. takes K. P.	Kt. takes Kt.
7. P. takes Kt.	Q. to K. 2d

Black could also play Rook to his square or Q. P. 1; in both cases, you, by playing Queen to her 5th square, would win a Pawn.

8. Q. to Q. 5th	K. R. to R.
9. Q. Kt. to B. 3d	

In this position Black loses a Pawn by force.

First Variation from Black's Fifth Move.

White.	*Black.*
5.	K. P. takes P.
6. Kt. takes P.	Kt. takes Kt.

Had Black taken P. with P., you should take Kt. with Kt., and afterwards check with Q. at K. R. 5th.

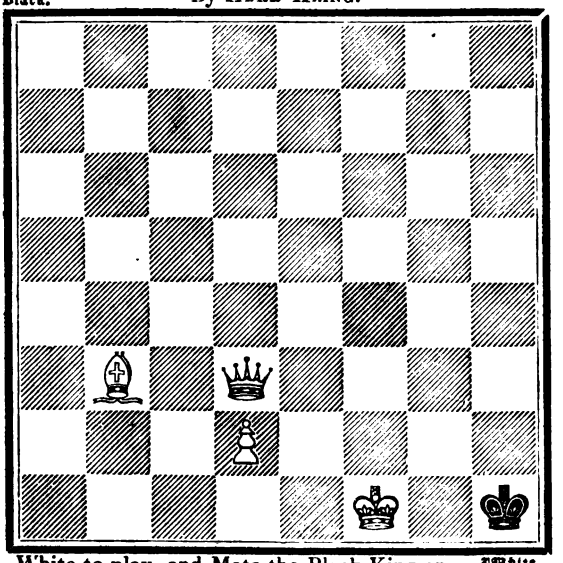
7. Q. takes Kt.	P. takes P.
8. Q. to Q. 5th	R. to R. sq.
9. Q. to K. R. 5th, ch.	K. Kt. P. 1

You can now give check at K. 5th, and win the Rook.

PROBLEM No. 137.

By Herr Kling.

Black.



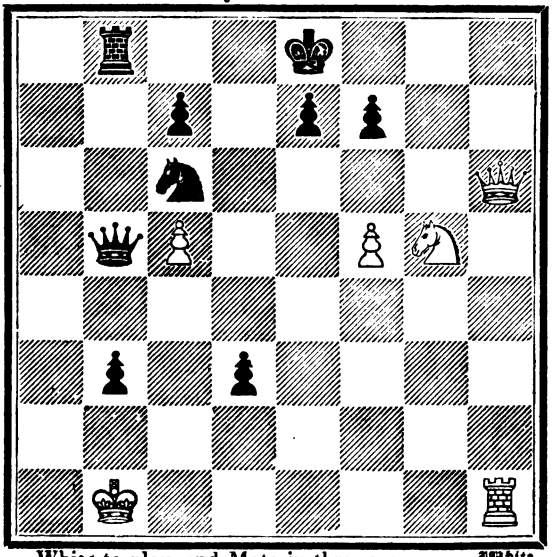
White to play, and Mate the Black King on White's Q.'s 4th square in six moves.

White.

PROBLEM No. 138.

By W. H. C.

Black.



White to play, and Mate in three moves.

White.

PROBLEM No. 139.

By W. H. C.

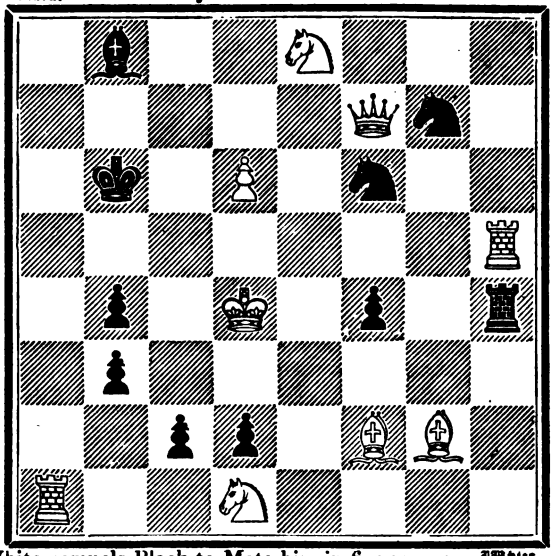
Black.

White to play, and Mate in four moves. White.

PROBLEM No. 140.

By Mr. McG——y.

Black.



White compels Black to Mate him in five moves. White.

THE

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CHESS IN THE METROPOLIS.

The following instructive specimen of Captain Evans's beautiful Gambit was played between Mr. HARRWITZ and his able competitor, Mr. S——s, of the London Chess Club.

White. (Mr. H.)	*Black.* (Mr. S.)	*White.* (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	20. Q. to Q. B. 4th, ch	K. to B sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	21. Q. takes B., ch.	K. to Kt. sq.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	22. Q. Kt. to Q. B. 4th	Q. Kt. P. 1
4. Q. Kt. P. 2	B. takes Kt. P.	23. Q. to Q. R. 3d	Q. B. P. 1
5. Q. B. P. 1	B. to R. 4th	24. Kt. to Q. 6th	R. to K. 3d
6. Castles	K. Kt. to B. 3d	25. Q. to Q. Kt. 3d	B. to Q. R. 3d
7. Q. P. 2	Castles	26. K. R. to K. sq.	Q. to K. 2d
8. P. takes P.	K. Kt. takes K. P.	27. Q. to Q. 5th	Q. R. to K. B. sq.
9. Q. to Q. 3d	Kt. to Q. B. 4th	28. K. Kt. P. 1	K. to R. sq.
10. Q. to Q. 5th (*a*)	Kt. to K. 3d	29. Q. B. P. 1	Q. to Q. sq.
11. B. to Q. R. 3d	R. to K. sq.	30. K. to Kt. 2d	Q. to Q. B. 2d (*d*)
12. K. to R. sq.	B. to Q. Kt. 3d	31. K. Kt. to Kt. 5th	K. R. to K. 2d
13. Q. Kt. to Q. 2d	Q. Kt. to K. 2d	32. K. Kt. to B. 7th, ch.	R. takes Kt.
14. Q. to K. 4th	Q. Kt. to Kt. 3d	33. Kt. takes R. ch.	R. takes Kt.
15. Q. R. to Q. sq. (*b*)	B. to Q. B. 4th	34. Q. takes R.	B. to Q. Kt. 2d, ch.
16. K. B. takes Kt.	B. takes Q. B.	35. K. B. P. 1	Q. to Q. B. sq.
17. B. to Q. Kt. 3d	Q. B. P. 1	36. R. takes Q. P.	B. takes P., ch.
18. Q. to Q. R. 4th	B. to Q. B. 4th	37. Q. takes B.	
19. B. tks. P., ch. (*c*)	K. takes B.		

Black resigns.

Notes.

(*a*) White cleverly takes advantage of the error committed by his opponent, in playing K. Kt. to B. 3d on the 6th move.

(*b*) Observe the advantage always obtained by the opening player in the development and disposition of his forces.

(*c*) Kt. to K. 4th would also have been good play. If, then, Black attacked the Queen with Q. Kt. P., White might answer with B. taking K. B. P., ch., as in the text.

(*d*) These apparently lost moves are really made to get the poor Bishop into play again.

Another stoutly-fought example of the Evans Gambit, between the same Antagonists.

White. (Mr. H.)	*Black.* (Mr. S.)	*White.* (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	27. B. to K. R. 6th	Q. to Q. B 4th (*e*)
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	28. B. to K. 3d	Q. to Q. R. 6th
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	29. B. takes B.	R. P. takes B.
4. Q. Kt. P. 2	B. takes Kt. P.	30. R. to Q. sq.	Q. takes P. (*f*)
5. Q. B. P. 1	B. to R. 4th	31. Q. to Q. B. sq.	K. to Kt. 2d
6. Castles	Q. P. 1 (*a*)	32. R. to Q. 2d	R. takes R.
7. Q. P. 2	K. Kt. to B. 3d (*b*)	33. Q. takes R.	Q. takes Q.
8. Q. to Q. R. 4th	K. Kt. to Q. 2d	34. Kt. takes Q.	B. to Q. R. 7th
9. B. to Q. Kt 5th (*c*	B. to Q. Kt. 3d	35. K. B. P. 1	Q. B. P. 1
10. B. takes Kt.	P. takes B.	36. K. to B. 2d	Q. B. P. 1 (*g*)
11. Q. takes P.	B. to Q. R. 3d	37. Q. B. P. 1	K. to B. 2d
12. R. to K. sq.	Castles	38. K. to K. 3d	K. to K. 3d
13. P. takes K. P. (*d*)	Kt. takes P.	39. K. to Q. 3d	K. to Q. 3d
14. Kt. takes Kt.	P. takes Kt.	40. K. to Q B. 3d	Q. Kt. P. 1
15. Kt. to Q. 2d	R. to K. sq.	41. P. takes P.	B. to K. B. 2d
16. Kt. to K. B. 3d	R. to K. 3d	42. Kt. to B. 4th, ch.	K. to Q. B. 2d (*h*)
17. Q. to Q. R. 4th	Q. to Q. 6th	43. P. 1, ch	K. to Q. Kt. sq.
18. B. to K. 3d	Q. to Q. Kt. 4th	44. Kt. to Q. 6th	B. to Kt. sq.
19. Q. to Q. Kt. 3d	Q. R. to K. sq.	45. K. Kt P. 2	K. R. P. 1
20. R. to Q. sq.	Q. to Q. B. 3d	46. K. R. P. 1	K. R. P. 1
21. K. R. P. 1	B. to Q. B. 5th	47. P. takes P.	P. takes P.
22. Q. to Q. B. 2d	K. B. P. 1	48. Kt. to K. 8th	K. B. P. 1
23. Kt. to R. 4th	K. Kt. P. 1	49. Kt. to K. Kt 7th	B. to K. B. 2d
24. R. to Q. 2d	R. to Q. 3d	50. Kt. takes B. P.	B. to K. 3d
25. Kt. to K. B. 3d	K. R. to Q. sq.	51. Kt. to Q. 6th	B. takes P.
26. R. takes R.	R. takes R.	52. Kt. to K. B. 7th	

And wins.

Notes.

(*a*) This is better than bringing out the K. Kt., as in the preceding game.

(*b*) At first sight this unexpected variation seems to involve the loss of a clear piece, but unpromising as it appears, Black's ingenious play afterwards would serve to shew that it can be made without any very serious disadvantage.

(*c*) The position now is truly remarkable. If White advance the Q.'s P., Black can retort with K. Kt. to Q. Kt. 3d, and extricate his pieces; the former, therefore, has apparently no better move than the one he made.

(*d*) Here, again, White seems to have an opportunity to win a piece, by advancing his Q. R. P. 2; but even this loss Black could have avoided, although the method is certainly not very obvious.

(*e*) All this is good solid Chess. The forces are quite equal, the players well matched, and the position one which admits of no dallying.

(*f*) Black bas stolen a march upon his opponent here, and contrived to gain a Pawn, *certes* no unimportant prize in such a game.

(*g*) This was a grave fault, since it permitted White to shut the Bishop up, or gain a Pawn by his escape.

(*h*) Better, we should have thought, to exchange the Bishop for his Kt.

Game lately played between Mr. C. Kenny and a distinguished Amateur.

Black. (Mr. K.)	*White.* (Mr. T.)	*Black.* (Mr. K.)	*White.* (Mr. T.)
1. K. P. 2	K. P. 2	12. Q. Kt. to B. 3d	Q. B. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	13. Q. P. 1	Q. B. P. 1
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	14. Q. R. to Q. sq.	K. R. to Kt.
4. Q. Kt. P. 2	B. takes P.	15. K. P. 1	K. R. takes Kt. P.
5. Q. B. P. 1	B. to K. 2d (*a*)	16. Q. Kt. to K. 4th	Q. B. to K. Kt. 5th
6. Q. to Q. Kt. 3d	K. Kt. to R. 3d	17. Q. R. to Q. 3d	Q. to Q. R. 4th, ch.
7. Q. P. 2	Q. Kt. to R. 4th	18. K. to B. sq.	B. takes K. Kt.
8. Q. to R. 4th	Kt. takes B.	19. R. takes B.	R. to Kt. sq.
9. Q. takes Kt.	P. takes Q. P.	20. K. P. takes P.	B. to K. Kt. 4th
10. Q. B. takes Kt.	P. takes B.	21. P. to Q. 7th, ch.	K. to B. sq.
11. P. takes P.	Q. P. 1	22. Kt. tks. Q. B. P.	Q. to Q. 7th

Black announced mate in four moves.

Note.

(*a*) This is a bad square whereon to place the Bishop,—a move well taken advantage of by the first player.

CHESS IN DUBLIN.

Between Mr. Waller, and Mr. Salmon, of the Dublin Chess Club.

White. (Mr. W.)	*Black.* (Mr. S.)	*White.* (Mr. W.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	19. Q. takes Kt.	K. to B. 2d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	20. Q. to K. R. 5th	K. R. to K.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	21. K. B. P. 2	K. to Kt.
4. Q. Kt. P. 2	B. takes P.	22. Q. R. to K. (*a*)	B. to Q. R. 4th
5. Q. B. P. 1	B. to R. 4th	23. Q. to Q.	Q. R. to Q. Kt.
6. Castles	B. to Kt. 3d	24. B. to Q. R.	B. takes Kt.
7. Q. P. 2	P. takes P.	25. Q. takes B.	Q. R. to Kt. 5th
8. P. takes P.	Q. P. 1	26. Q. to Q. 3d	Q. to Q. R. 5th
9. Q. B. to Kt. 2d	Q. B. to K. Kt. 5th	27. K. P. 1	K. B. P. takes P. (*b*
10. K. B. to Q. Kt. 5th	K. to B.	28. P. takes P.	Q. P. takes P.
11. B. takes Kt.	P. takes B.	29. Q. P. 1	Q. to Q. 2d (*c*)
12. Q. Kt. to Q. 2d	K. B. P. 1	30. Q. to Q. 5th, ch.	K. to R.
13. Q. to Q. B. 2d	Q. to Q. 2d	31. B. takes P.	Q. R. to Q. Kt.
14. Q. to Q. B. 3d	Kt. to K. 2d	32. R. to K. B. 7th	R. takes B.
15. Q. R. to Q. B.	Q. B. P. 1	33. R. takes R.	Q. takes P.
16. Q. P. 1	Kt. to K. Kt. 3d	34. Q. takes Q.	P. takes Q.
17. K. R. P. 1	B. to K. R. 4th	35. R. to Q. 5th	R. to Q.
18. K. to R. 2d	B. takes Kt.	36. R. tks. Q. R. P.	

And Wins.

Notes.

(*a*) This move is not well played.

(*b*) Better than taking K. B. P., as the following variation will shew:—

27.	Kt. takes K. B. P.
28. K. P. takes K. B. P.	R. takes R. (*best*)
29. R. takes R.	Kt. takes Q.
30. R. to K. 8th, ch.	K. to B. 2d
31. P. takes K. Kt. P.	K. takes R.
32. P. Queens, and at least draws the game.	

(*c*) Black should have played Kt. to K. B. 5th.

CHESS IN BRIGHTON.

GAME played between Capt. KENNEDY and MR. TURNER, of the Brighton Chess Club.

White. (Capt. K.)	*Black.* (Mr. T.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	P. takes P.
4. K. B. to Q. B. 4th	K. B. checks
5. Q. B. P. 1	P. takes P.
6. Castles	P. to Q. B. 7th
7. Q. takes P.	Q. P. 1
8. Q. R. P. 1	K. B. to Q. R. 4th
9. Q. Kt. P. 2	K. B. to Q. Kt. 3d
10. Q. to Q. Kt. 3d	Q. to K. B. 3d
11. Q. Kt. to Q. B. 3d	Q. B. to K. 3d
12. K. Kt. to Q. 5th	Q. to K. Kt. 3d.
13. Q. Kt. tks. K. B.	Q. R. P. tks. Kt.
14. Q. B. to Kt. 2d	Castles
15. K. Kt. to K. R. 4th	Q. to K. R. 3d
16. Kt. to K. B. 5th	B. takes Kt.
17. P. takes B.	K. B. P. 1
18. Q. R. to K. sq.	K. to Q. Kt. sq.
19 Q. R. to K. 3d	K. Kt. P. 2
20. P. tks. P. *en passant*	K. R. P. takes P.
21. Q. R. to K. R. 3d	Q. to K. Kt. 2d
22. R. takes R.	Q. takes R.
23. K. B. takes K. Kt.	R. takes B.
24. B. tks. K. B. P.	Q. to K. R. 2d
25. K. B. P. 2	R. to K. B. sq.
26. R. to K. sq	Kt. to Q. R. 2d
27. B. to K. Kt. 5th	Kt. to Q. Kt. 4th
28. R. to K. 7th	Q. to K. R. sq.
29. K. R. P. 1	Q. to K. R. 8th, ch.
30. K. to K. R. 2d	Q. takes Q. R. P.
31. Q. to Q. B. 4th	Q. B. P. 1
32. Q. to K. 6th	Q. tks. Q. Kt. P. (*a*)
33. Q. to Q. 7th	

And White wins.

Note.

(*a*) A fatal error, involving the immediate loss of the game.

SOLUTIONS TO PROBLEMS IN No. 31.

No. 121.

White.	*Black.*
1. R. to Q. R. 2d	K. P. 1 (A.)
2. B. to K. 3d	K. to K. 3d
3. R. to Q. 2d	P. takes P.
4. B. takes P.	Kt. to K. B. 3d
5. R. to Q. 6th	

Mate.

(A.)

	K. to Kt. 3d
2. R. to K. R. 2d	K. P. 1
3. B. to K. 3d	K. P. 1
4. R. to K. R. 3d	K. to K. B. 3d
5. R. to K. R. 6th	

Mate.

No. 122.

White.	*Black.*
1. B. to Q. 4th, ch.	R. interposes
2. R. to K. B., ch.	R. interposes
3. B. to K. Kt. 7th	R. to Q. 8th (best)
4. R. to K. sq.	R. to Q. B. 8th (best)
5. R. to Q.	R. to Q. Kt. 8th
6. R. to Q. B.	R. takes R.

Mate.

No. 123.

White.	*Black.*
1. R. to K. Kt. 5th	R. takes R.
2. R. to Q. R. 6th, ch.	K. to his 4th
3. Kt. to Q. 3d. ch.	K. to B. 4th
4. P. Mates.	

No. 124.

White.	*Black.*
1. Kt. to K. Kt. 7th	P. 1
2. K. P. 1	P. 1
3. K. P. 1.	P. takes P.
4. K. Kt. P. 2.	P. Queens
5. K. Kt. P. 1	

Mate.

ERRATUM.—Our last Chronicle was incorrectly numbered, it should have been printed No. 35.

CALVI'S ELEMENTARY LESSONS.

Continued from page 276.

Second Variation from Black's Fifth Move.

Second Variation.

White.	*Black.*
5.	Kt. takes P.
6. Kt. tks. Kt.	P. takes Kt.
7. Q. takes P.	Q. to K. 2d

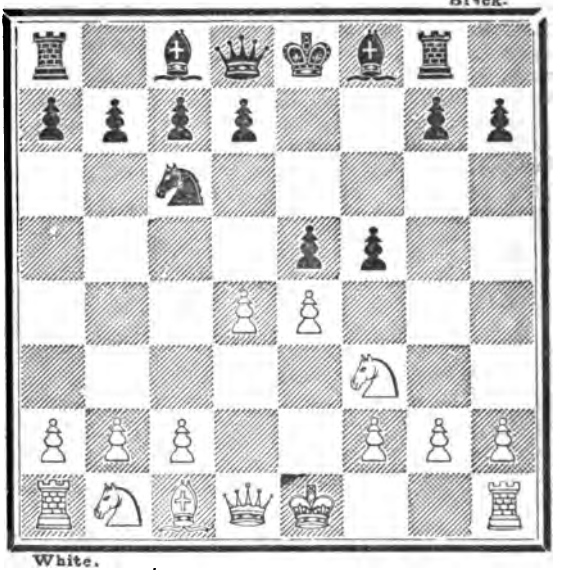
Had Black taken P. with P., you should play Q. to Q. 5th, and afterwards check at R. 5th.

8. Castles	Q. takes P.

If Black, instead of taking the Pawn with Queen, had taken it with Pawn, you should play R. to K. sq.

9. Q. toQ.B.3d	KB.toQKt.5th
10. Q.toQKt.3d	Q. P. 2 sq.

If Black play his R. to K. B., instead of Q. P. 2, you, by moving your Kt. Queen's 2d, would have a good game.



11. Q. R. P. 1	B. to K. 2d
12. Kt. to Q. 2d	Q. to K. 3d
13. Kt. to K. B. 3d	K. to B. 2d

Black could also play Q. B. P. 1. In this case, you should move your R. to K., and afterwards play Q. B. to K. Kt. 5th.

14. R. to K. sq.	Q. to Q. 3d
15. Kt.toK. 5th,ch.	K. to B. sq.

If he move K. to B. 3d, you check with B. at K. Kt. fifth.

16. B. to K. B. 4th	Q. to Q. sq.
17. Q. R. to Q. sq.	Q. B. P. 1
18. Q. B. P. 2	K. Kt. P. 1
19. Q. B. P. tks. P.	P. takes P.
20. R. takes P.	Q. to K. sq.

You have evidently the better game.

Twenty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B.toQ.B 4th	K. R. P. 1

Black here loses a move: he should rather bring out a piece.

This Opening is from Cozio.

4. Q. B. P. 1	Q. R. P. 1
5. Q. P. 2	Q. Kt. P. 2
6. K.B toQ.Kt.3d	Q. Kt. to R. 4th
7. B.tks.K.B.P.ch	K. takes B.
8. Kt.tks.K.P.,ch.	K. to K. sq.
9. Q.toKR5th,ch.	K. to K. 2d
10. Kt.tohis6th,ch.	K. to K. 3d

To prolong the game, Black should have moved his King home again.

11. Q. to K. B. 5th	K. to Q. 3d
12. Q. to Q. 5th	

Mate.

Twenty-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B.toQ.B.4th	K. B. to K. 2d

K. B. to K. 2d is a bad defensive move—confining the Queen. Cozio is the only author, I believe, who has analyzed this opening. He has only given one game, which I am about to explain, and which appears to me to be incorrect.

4. Castles	K. Kt. to B. 3d
5. K.Kt. to his5th	Castles

Kt. to his 5th is, in my opinion, not well played. (*See Second Variation.*)

6. K. B. P. 2	K. R. P. 1

Here Cozio makes a bad move for Black. Instead of playing K. R. P. 1, he should have pushed on the Q.'s P. 2 squares. (See First Variation.)

7. Kt.tks. K. B. P.	R. takes Kt.
8. B. takes R., ch.	K. takes B.
9. P. takes P.	Kt. takes P.
10. QtoK.R.5th,ch	

In this position your superiority is unquestionable.

First Variation.

White.	*Black.*
6. K. B. P. 2	Q. P. 2
7. K. P. takes P.	Q. B. to K. Kt. 5th
8. Q. to K. sq.	K. Kt. takes P.
9. B. takes Kt.	Q. takes B.
10. Q. Kt. to B. 3d	Q. to Q. 5th, ch.
11. Q. to K. 3d	B. takes Kt.
12. P. takes B.	Q. takes Q.
13.P. takes Q.	

Black's position is quite as good as yours.

Seoond Variation.

White.	*Black.*
5. Q. P. 2	Q. P. 1

Q. P. 2 is a good attacking move. You free your pieces, without giving your adversary a chance of doing likewise. In this situation, if Black had, instead of playing Q. P. 1, taken one of your two Pawns, I believe he would have found himself in a bad position. We shall endeavour to demonstrate this. We will first suppose that he takes the K. P. with his Kt.

K. B. to Q. 5th	K. Kt. to B. 3d

If he withdraw his Kt. to Kt. 4th, you should take Kt. with Kt., and afterwards play Q. to K. R. 5th, winning a piece.

K. B. takes Q. Kt.	Q. Kt. P. takes B.

If he had retaken the Bishop with Q. P., you should take P. with P., preserving your superiority.

P. takes P.	Kt. to Q. 4th
Q. B. P. 2	Kt. to Q. Kt. 3d
Q. to her 4th	Q. P. 1
R. to K. sq.	

Your game is to be preferred.

Now let us examine the result of K. P. takes Q. P.

K. P. 1.	K. Kt. to his 5th
Q. B. to K. B. 4th	Q. P. 1
P. takes P.	B. takes P.
R. to K. sq., ch.	K. B. to K. 2d
K. B. to Q. Kt. 5th	Castles

If, instead of castling, Black had played his Q. B. to Q. 2d, you should take Q. Kt. with Bishop, and afterwards move your Queen to K. 2d, preventing his castling.

K. B. takes Kt.	P. takes B.
K. Kt. takes Q. P.	

In this position, you have the better game.

6. Q. P. 1	

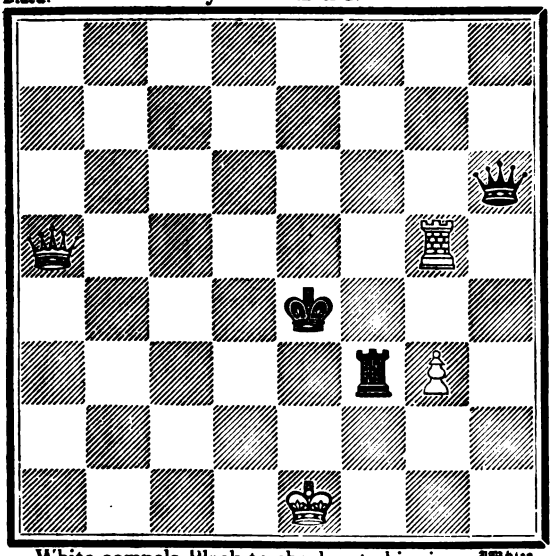
It is a general rule not to mask the attack on your adversary's K. B. P. by pushing on the Q. P. 1 sq.: but in this instance, you do this to prevent your adversary from developing his pieces; and the inconvenience arising from the crowded state of his game, ought to compensate you for the sacrifice you make to the rule above mentioned.

End of the Fifteenth Lesson.

PROBLEM No. 141.

By Herr Kling.

Black.

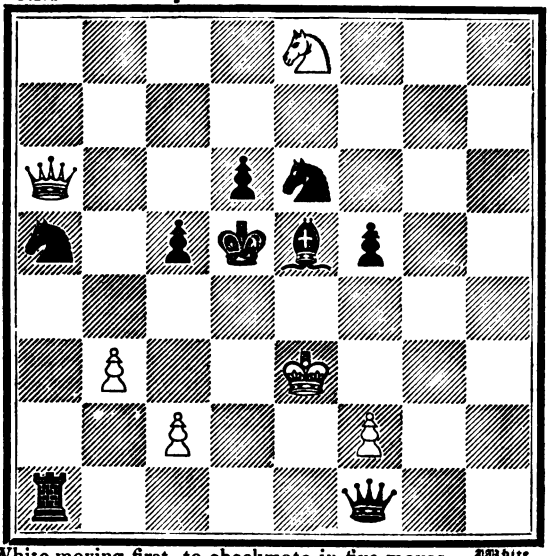


White compels Black to checkmate him in eight moves. White.

PROBLEM No. 142.

By H. J. C. Andrews.

Black.

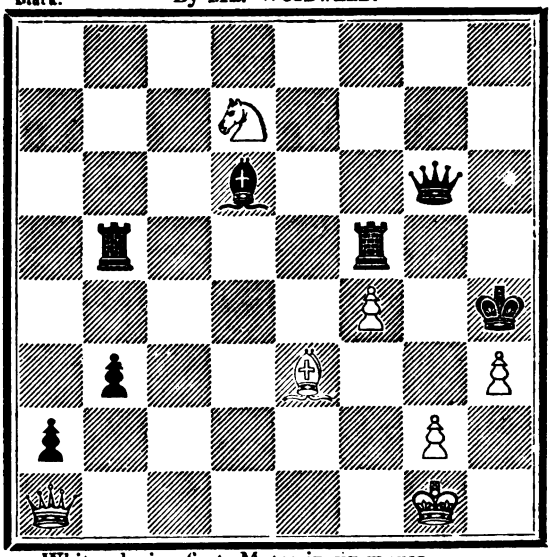


White moving first, to checkmate in five moves. White.

PROBLEM No. 143.

By Mr. Woodward.

Black.

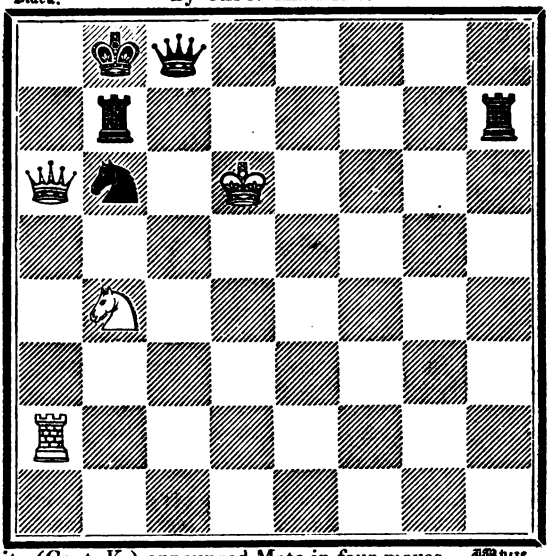


White playing first, Mates in six moves. White.

PROBLEM No. 144.

By Capt. Kennedy.*

Black.



White (Capt. K.) announced Mate in four moves. White.

* This extremely pretty end-game occurred in actual play.

THE

Chess Player's Chronicle.

No. 37. NEW SERIES. | SATURDAY, SEPTEMBER 11, 1847. | PRICE THREEPENCE

CHESS IN THE PROVINCES.

Game played at the Kidderminster Chess Club, between the Hon. Secretary of the Huddersfield Club, (Mr. G. SIMPSON) and Mr. CRESSWELL, the Hon. Secretary of the Kidderminster Club.

White. (Mr. S.)	*Black.* (Mr. C.)	*White.* (Mr. S.)	*Black.* (Mr. C.)
1. K. P. 2	K. P. 2	23. K. Kt. to R. 4th	Q. to K. 2d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	24. Q. R. to K. sq.	Q. R. to Q. sq.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	25. K. to R. sq.	K. B. to Q. 5th
4. Q. Kt. P. 2	B. takes Kt. P.	26. K. B. P. 2	B. takes B.
5. Q. B. P. 1	B. to R. 4th	27. Kt. takes B.	R. to Q. 5th
6. Castles	B. to Q. Kt. 3d	28. Q. to K. Kt. 3d	B. to R. 2d
7. Q. P 2	P. takes P.	29. Kt. to Q. sq.	Q. to Q. B. 4th
8. P. takes P.	Q. P. 1	30. Kt. to K. B. 2d	Kt. to K. 2d
9. Q. B. to Kt. 2d	K. Kt. to B. 3d	31. Q. to K. 3d	Q. to Q. 4th
10. Q. Kt. to Q. 2d	Castles	32. R. to Q. sq.	Q. B. P. 2
11. K. R. P. 1	Q. Kt. to R. 4th	33. R. takes R.	P. takes R.
12. B. to Q. 3d	K. R. P. 1	34. Q. to Q. R. 3d	Q. Kt. P. 1
13. K. P. 1	P. takes P.	35. R. to Q. sq.	K. Kt. P. 2
14. P. takes P.	Kt. to Q. 4th	36. P. takes P.	P. takes P.
15. Q. to Q. B. 2d	Kt. to K. B. 5th	37. Kt. to K. B. 3d	Kt. to K. B. 4th
16. B. to K. R. 7th, ch.	K. to R. sq.	38. K. Kt. tks. K. Kt. P	R. to K. Kt. 3d
17. B. to K. B. 5th	Q. Kt. to B. 3d	39. Q. Kt. to K. 4th	Kt. to K. R. 5th
18. Q. to K. 4th	Kt. to K. R. 4th	40. R. to K. Kt. sq.	R to Kt. 2d
19. Q. to K. Kt. 4th	B. takes B.	41. Q. to K. B. 8th, ch	B. interposes
20. Q. takes Kt. (*a*)	B. to K Kt. 3d	42. Kt. to K. B. 6th	Kt. to K. Kt. 3d, (*b*
21. Q. to K. Kt. 4th	K. R. to K. sq.	43. Q. takes B., ch.	K. takes Q.
22. Q. Kt. to Q. B. 4th	R. to K. 3d	44. Kt. takes Q.	

Black resigns. (*c*)

Notes.

(*a*) By taking the Bishop, he would have lost the exchange.

(*b*) If Black, instead of this move, play :—

Q. takes K. P.
Kt. takes K. B. P., ch. R. takes Kt.
Q. takes B.
Mate.

(*c*) This game is very steadily concluded, and is extremely creditable to players who must necessarily have few opportunities of practising with the higher and most improving order of antagonists.

Our next two games are portion of a match but lately concluded between Mr. JOHN RHODES of Leeds, and Mr. E. CRONHELM of Halifax, which terminated in favour of the former.

White. (Mr. J. R.)	*Black.* (Mr. E. C.)	*White* (Mr. J. R.)	*Black.* (Mr. E. C.)
1. K. P. 2	K. P. 2	17. B. to K. Kt. 3d (*d*	R. to Q. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	18. P. takes P.	Kt. takes P.
3. Q. P. 2	P. takes P.	19. Kt. takes Kt.	P. takes Kt.
4. Kt. takes P.	Kt. takes Kt.	20. Q. to K. 2d, ch.	B. to K. 2d
5. Q. takes Kt.	Q. P. 1	21. K. R. to K. sq. (*e*	K. to B. 2d
6. K. B. to Q. B. 4th	Q. B. to K. 3d	22. K. to R. sq. (*f*)	K. R. to K. sq.
7. Q. Kt. to B. 3d	Q. B. P. 1	23. Q. to K. B. 3d	Q. to Q. B. 3d
8. Castles	Q. to K. B. 3d	24. R. to K. 2d	B. to Q. B. 4th
9. Q. to Q. 3d	Q. to K. Kt. 3d	25. R. takes R.	K. takes R.
10. K. B. P. 2 (*a*)	B. takes B.	26. Q. B. P. two	K. to B. 2d
11. Q. takes B.	Q. to K. 3d	27. P. takes P.	Q. to Q. R. 5th
12. Q. to Q. 3d	Kt. to K. 2d	28. Q. R. P. 1	R. to K. sq.
13. K. B. P. 1	Q. to Q. 2d	29. Q. P. 1	Q. to Q. 2d
14. Q. B. to K. 3d (*b*	K. B. P. 1	30. Q. to Q. 5th, ch.	K. to B. sq.
15. Q. R. to Q. sq.	Q. Kt. P. 1	31. Q. Kt. P. 2	B. to K. 6th
16. B. to K. B. 4th (*c*	Q. P. 1	32. R. to K. sq.	

And wins (*g*).

Notes.

(*a*) Black's game is evidently more constrained and embarrassed than his opponent's.

(*b*) Preventing Black's castling, and enabling the Q. R. to come into play.

(*c*) This is possibly better than taking the Q. P., because Black must have gained one in return immediately.

(*d*) To enable him to advance the K. P. advantageously.

(*e*) The hold obtained by the opening is very well kept.

(*f*) A very important precaution.

(*g*) This is an instructive example of the celebrated Scotch opening, the attack, without being brilliant, having a sustained power, which renders it very well deserving attention.

Between the same opponents.

White. (Mr. E. C.)	*Black.* (Mr. J. R.)	*White.* (Mr. E. C.)	*Black.* (Mr. J. R.)
1. Q. P. 2	Q. P. 2	14. Q. takes Kt.	Q. B. to his 3d
2. Q. B. P. 2	K. P. 1	15. K. B. P. 1	Q. to K. R. 5th, ch.
3. Q. Kt. to B. 3d	K. Kt. to B. 3d	16. K. Kt. P. 1 (*a*)	Q. to K. R. 4th
4. K. P. 1	K. B. to Q. Kt. 5th	17. K. P. 1 (*b*)	Q. takes K. B. P.
5. Q. B. to Q. 2d	Castles	18. R. to K. B. sq.	Q. to K. 6th, ch.
6. K. Kt. to K. B. 3d	Q. B. to Q. 2d	19. B. to K. 2d	Q. takes Q., ch.
7. P. takes P.	B. takes Kt.	20. P. takes Q.	B. takes K P.
8. B. takes B.	Kt. takes P.	21. R. to Q. sq. (*c*)	Q. R. to Q. sq.
9. K. B. to Q. 3d	Q. Kt. to B. 3d	22. B. to Q. B. 4th	R. takes R., ch.
10. Q. to Q. B. 2d	K. R. P. 1	23. K. takes R.	R. to Q. sq., ch.
11. Q. R. P. 1	K. B. P. 2	24. K. to K. 2d	K. to B. 2d
12. K. Kt. to K. 5th	Kt. takes Kt.	25. R. to Q. sq. (*d*)	B. to K. B. 6th, ch.
13. P. takes Kt.	Kt. takes B.		

And wins.

[*Notes.*

Notes.

(*a*) An inconsiderate move. He might have played K. to his 2d without harm.

(*b*) Play as he can, the consequences are disastrous.

(*c*) Every exchange now serves to strengthen Black and proportionately impoverish his adversary.

(*d*) This is the finishing stroke; the game, however, was quite irrecoverable.

CHESS IN GERMANY.

Game between the President of the Berlin Chess Club and Herr ANDERSEN, the best player at Frankfort on the Oder.—From the last Number of the Berlin Schachzeitung. (*The Notes are also from the German Periodical.*)

White. (Herr ANDERSEN.)	*Black.* (Herr HANSTEIN.)	*White.* (Herr ANDERSEN.)	*Black.* (Herr HANSTEIN.)
1. K. P. 2	K. P. 2	11. B. to Q. Kt. 5th, ch.	B. to Q. 2d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	12. B. takes B.	Q. takes B. (*a*)
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	13. K. to R. (*b*)	Castles K. R.
4. Q. Kt. P. 2	B. takes P.	14. Q. Kt. to B. 3d	K. Kt. to Kt. 5th (*c*
5. Q. B. P. 1	B. to Q. R. 4th	15. Q. to Q. B. 2d	K. R. P. 1
6. Castles	Q. P 1	16. K B. P. 2 (*d*)	Q. Kt. to Q. B. 5th
7. Q. P. 2	P. takes P.	17. Q. Kt. to Q. (*e*)	Q. to Q. Kt. 4th (*f*
8. P. takes P.	B. to Q Kt. 3d	18. Q. to K. 2d	P. takes Kt
9. K. Kt. to Kt. 5th	K. Kt. to R. 3d	19. Q. takes Kt. (*g*)	Kt. to K. 4th
10. Q. P. 1	Q. Kt. to K. 4th		

And White resigns.

Notes.

(*a*) Black can now Castle on either side, all his pieces are in play; he, moreover retains the Gambit Pawn, and the attack of his adversary is at an end; the legitimate result, in our opinion, of a correct defence of the Evans Gambit. We do not, however, mean to say that this highly interesting opening is exhausted. Its practice can be recommended even against a strong player.

(*b*) In order to advance K. B. P.

(*c*) By this attack Black gains time, and enables him to drive back the Knight.

(*d*) This move is hazardous; the Black Knight can advance while the adverse one remains in danger.

(*e*) This appears to be his best move, the Knight commanding King's third, a square on which Black threatens to plant one of his Knights.

(*f*) The strongest move; White cannot now withdraw the Knight to K. B. 3d, for, in that case, Black could move his Kt. to Q. R. 6th, forcing the sacrifice of Black's Queen.

(*g*) White is now prepared for every move but the one played, which decides the game at once. He has, however, no move to save the game; had he played—19. K. R. P. 1, Black would reply with Kt. to K. B. 3d; and if White then play—20. Kt. to Q. Kt. 2d, Black might play—20. Kt. takes K. P. White's best move was—19. Kt. to Q. Kt. 2d, and the game would probably have proceeded as follows:—

White.	*Black.*
19. Kt. to Q. Kt. 2d	19. Kt. to Q. R. 6th
20. Kt. to Q. 3d	20. Kt. to K. B. 7th, ch.
21. R. takes Kt.	21. B. takes R.
22. B. takes Kt.	22. B. to Q. 5th

Black having a decided superiority.

Game between an American Amateur (Mr. TILLMAN) and Mr. TUCKETT.

White. (Mr. TILLMAN.)	*Black.* (Mr. TUCKETT.)	*White.* (Mr. TILLMAN.)	*Black.* (Mr. TUCKETT.)
1. K. P. 2	K. P. 2	14. R. to B. sq.	Q. to K. 5th
2. K. B. P. 2	P. takes P.	15. P. takes P.	Q. B. to K. R. 6th
3. K. Kt. to B. 3d	K. Kt. P. 2	16. B. takes P., ch.	K. to Q. sq.
4. K. B. to Q. B. 4th	K. B. to Kt. 2d	17. B. to Q. 5th (*a*)	Q. to K. 7th
5. Q. B. P. 1	Q. P. 1	18. Kt. to Q. 2d	Kt. to K. 2d
6. Q. to Kt. 3d	Q. to K. 2d	19. P. takes P.	R. to K. B. sq.
7. Castles	K. R. P. 1	20. R. takes R., ch.	B. takes R.
8. Q P. 2	Q. B. P. 1	21. Q. to B. 4th (*b*)	Q. to K. 6th, ch.
9. K. Kt. P. 1	K. Kt. P. 1	22. K. to R. sq.	Q. to K. 8th, ch.
10. K. Kt. to R. 4th	P. to. K. B. 6th	23. Kt. to B. sq.	B. takes Kt.
11. Kt. takes P.	P. takes Kt.	24. Q. to B. 7th, ch. (*c*)	K. takes Q.
12. R. takes P.	Q. P. 1	25. B. to B. 4th, ch.	
13. P. takes P.	Q. to K. 8th, ch.		

Black resigns.

Notes.

(*a*) The opening is very spirited on both sides, and the attack and counter-attack are well sustained.

(*b*) He appears to have but this move to save the game.

(*c*) By this sacrifice White cleverly escapes from all his thraldom.

SOLUTIONS TO PROBLEMS IN No. 32.

No. 125.

White.	*Black.*
1. Kt. takes Kt., ch.	R. takes Kt. (best)
2. B. to Q. R. 7th, dis. ch.	R. interposes
3. Q. to K. B. 3d, ch.	R. interposes
4. K. to Q. Kt. 6th	K. moves
5. K. to Q. Kt. 5th, dis. ch.	K. moves
6. K. to B. 5th	K. moves
7. K. to B. 4th, ch.	K. moves
8. K. to Q. 4th	K. moves
9. K. to K. 4th, ch.	K. moves
10. B. to K. 3d	P. takes B.
11. K. takes P.	K. to Kt.
12. Q. to Q.	

Mate.

No. 126.

White.	*Black.*
1. B. takes B., ch.	P. takes B.
2. Kt. to Q. Kt. 3d	P. to Kt. 5th
3. P. to B. 4th	P. to Kt. 4th
4. Kt. to B. 5th	

Mate.

No. 127.

White.	*Black.*
1. Q. to Q. 7th	K. moves
2. K. to Kt. 3d	K. moves
3. B. to K. B. 3d, ch.	K. moves
4. P. 1	P. takes P.
5. K. to Q. R. 3d	P. 1
6. P. 1	P. takes P.
7. P. mates	

No. 128.

White.	*Black.*
1. B. to Q. Kt. 3d	P. takes R., Queens
2. B. takes P. at B. 2d	P. to K. 2R. 8th, Queens
3. B. to K. Kt. 6th	Q. to Q. 8th,
4. B. to K. 8th, ch.	Q. covers.
5. B. takes Q.	

Mate.

NOTICES TO CORRESPONDENTS.

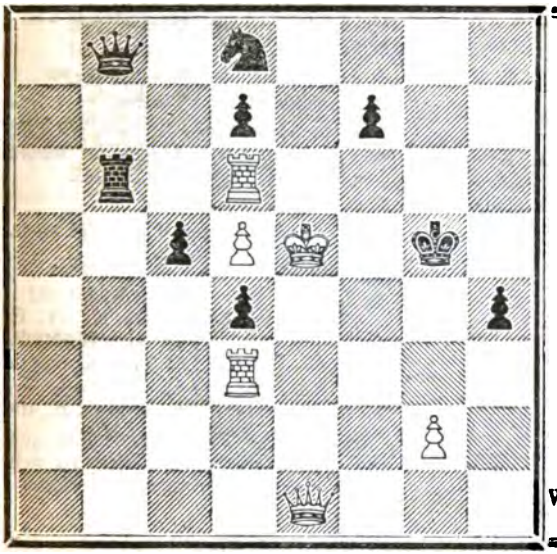
"J. B. jun., Newcastle."—The contest between Mr. Staunton and Mr. Kenny is nearly finished; Mr. K. having won the majority as yet. A second match is to be played, Mr. Staunton giving the odds of the Knight; and, if Mr. K. continues to exhibit the same care, some interesting games will be the result.

"H. C."—We should say that the game ought to end in a draw.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 284.)

PROBLEM No. 31.



White to mate in three moves.

PROBLEM No. 32.

White.

K. on K. R. 2d
R. on K. 3d
B. on K. B. 2d
Kt. on Q. 5th
Pawns on Q. 6th and Q. B. 5th

Black.

K. on K. Kt.
R. on Q. R. 2d
Pawns on K. R. 3d, K. R. 4th, Q. 2d, Q. B. 5th, Q. Kt. 7th, and Q. R. 7th.

White to mate in 4 moves.

SIXTEENTH LESSON.

Second Section.—King's Knight Game.

Twenty-ninth Opening.

White.	*Black.*
1. K. P. 2 sq.	K. P. 2 sq.
2. K. Kt. to B 3d	Q. Kt. to B. 3d
3. K.B.toQ.Kt5th	K. B. to Q. B. 4th

Your move of K. B. to Q. Kt. 5th is bad. This method of play was first introduced by Lopez. (See Lopez, p. 143, *et supra.*)

Black plays correctly by bringing out his K. B. to Q. B. 4th.

He might have adopted different moves, but his game would not have been so good.

The author of the Encyclopædia, according to his plan, devotes one opening for each defence; but we, wishing to devote more space for the more interesting openings, amalgamate all the defensive moves in this single game.

Black, instead of playing K. B. to Q. B. 4th, could move his Q. P. one square, or K. Kt. to B. 3d.

In the first case, you should take Kt. with Bishop, and afterwards push on the Queen's Pawn two squares, having the better game. In the second, you should move the Q. B. Pawn 1 sq., and afterwards, Queen's P. 2 sq., occupying the centre of the board with your Pawns; an important position to attain, as we have often remarked.

4. B. takes Kt.	Q. P. takes B.

Instead of taking the Kt., you should move the Q. B. P. 1 sq. (See First Variation.) Black doubles a Pawn on the Queen's side of his board, which, generally speaking, is bad; but this disadvantage is compensated by the developement of his game, and by the attack which he is now enabled to form.

5. Castles	Q. to K. B. 3d

If, instead of Castling, you had taken K. Pawn with Kt., Black, by taking your K. B. P. with Bishop, and afterwards checking you with Queen at her fifth square, would regain the piece and retain his good position.

6. K. R. P. 1	Q. B. to K. 3d

In this position, Black has the better game.

First Variation.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B.toQ.B.5th	K. B. to Q. B. 4th
4. *Q. B. P.* 1	Q. to K. B. 3d

You move Q. B. P. 1 sq., to prevent your adversary from eventually playing either his Queen to her 5th, or Queen's Pawn two squares.

5. B. takes Kt.	Q. P. takes B.

Instead of taking the Knight, you could Castle. Supposing this, Black, by playing his K. Kt. to K. 2d, would have obtained a better game.

Black plays correctly by taking B. with Q. Pawn. Dal Rio, chap. 17, says that this double Pawn gives more strength and solidity to your adversary's game. Lolli, on the contrary, (p. 182) directs the move of Q. takes Bishop, with the intention of taking K. Pawn with Queen, if White take K. Pawn with Knight; but if you Castle, instead of taking Pawn with Kt., the adverse Queen will be badly situated.

6. Q. P. 2 sq.	P. takes P.
7. P. takes P.	K. B to Q. Kt. 3d

In this position, although you have two Pawns in the centre, I believe Black to have the better game.

8. Castles	Q. B. to K.Kt.5th

Instead of Castling, you could also play K. R. P. 1 sq. (See Second Variation, below.)

9. Q. B. to K. 3d	B. takes Kt.
10. P. takes B.	Castles

If, instead of taking Bishop with P., you had taken it with Queen, he would have taken Q. Pawn with Bishop.

Second Variation from White's 8th move.

White.	*Black.*
8. K. R P. 1	Q. to K. Kt. 3d
9. Q. Kt. to B. 3d	Q. tks. K. Kt. P.
10. K. R. to Kt.	Q. takes K. R. P.
11. R. tks. K.Kt.P.	Q. B. to K. Kt.5th
12. K. Kt. to Kt.	Q. B. takes Q.
13. Kt. takes Q.	Q. B. to K. R. 4th

Black has a Pawn more than you have, and his pieces are sufficiently well placed to enable him to win the game.

*Thirty-ninth Opening.**

Queen's Pawn Gambit.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2.	Kt. takes P.

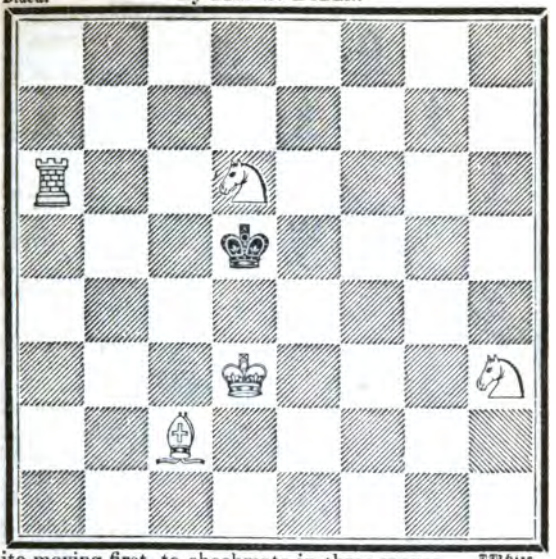
Your move of Q. P. 2, constitutes the Queen's Pawn Gambit. Dal Rio was, I believe, the first to point out this move, for I find that no other author mentions it. This Opening is capable of an immense number of variations, and may be played without fear. It is not, however, similar to many of the other openings, where you sacrifice a Pawn to gain a move. (Palamede, 1836, p. 129.)

* At the commencement of this Lesson, we announced that we should amalgamate several of the Openings given in the Encyclopædia of Chess: for this reason we proceed to the 39th opening given therein.

PROBLEM No. 145.

By Mr. S. Boden.

Black.



White moving first, to checkmate in three moves. White.

PROBLEM No. 146.

By H. J. C. Andrews.

Black.

White moving first, to checkmate in four moves. White.

PROBLEM No. 147.

By W. H. C.

Black.

White forces Black to Mate him in six moves. White.

PROBLEM No. 148.

Black. An Instructive Position, by Herr Kling.

White playing first, can win the game. White.

THE

Chess Player's Chronicle.

No. 38. NEW SERIES. | SATURDAY, SEPTEMBER 18, 1847. | PRICE THREEPENCE.

CHESS IN THE PROVINCES.

Game between Mr. S. Boden of the Hull Club, and Mr. J. T. Boden of Settle.

White. (Mr. J. B.)	*Black.* (Mr. S. B.)	*White.* (Mr. J. B.)	*Black.* (Mr. S. B.)
1. K. P. 2	K. P. 2	17. Q. Kt. P. 2 (*d*)	K. B. P. 1 (*e*)
2. K. Kt. to B. 3d	Q. P. 2 (*a*)	18. Kt. takes R.P.ch.	K. to Kt.
3. K. Kt. takes K. P.	Q. to K. 2d	19. B takes K.B.P.	B. takes Q. Kt. P.
4. Q. P. 2	K. B. P. 1	20. Castles K. R. (*f*)	K. R. to Kt.
5. Kt. to K. Kt. 4th	Q. B. takes Kt.	21. Q. to K. R. 6th	B. to K. B.
6. Q. takes Q. B.	Q. takes P., ch.	22. Q. to K. R. 3d	Q. R. takes B.
7. K B. to K. 2d	Q. Kt. to Q. 2d	23. Q. to Q. 3d	Q. R. to Q. Kt. 7th
8. B. to Q. 2d	K. B. P. 1	24. Q. to Q.	QR. to QKt. 6th (*g*)
9. Q. to Kt. 3d	Castles	25. Q. to Q. B. 2d	K. R. P. 2 (*h*)
10. Q. Kt. to B. 3d	Q. to K. 3d (*b*)	26. Q. B. to B.	Kt. to K. 5th (*i*)
11. Kt. to Kt. 5th	Q. to Q. Kt. 3d	27. Q. to Q. R. 2d	Q. to Q. R. 3d
12. Q. R. P. 2	R. to K. (*c*)	28. Kt. draws the game by perpetual check, as King cannot go to Q. sq. without White taking the R., and if Black retake R. he will lose his Queen. (*k*)	
13. B. to K. 3d	B. to Q. 3d		
14. Q. takes Kt. P.	K. Kt. to B. 3d		
15. Q. R. P. 1	B. checks		
16. Q. B. P. 1	B. takes R. P.		

Notes.

(*a*) This unsound defence was played for the sake of variety.

(*b*) Taking Q. P. would have been bad play.

(*c*) The only safe way to prevent the fatal advance of Q. R. P.; from this point Black has a very difficult defence to conduct.

(*d*) Better play Q. to K. Kt. 3d again, and afterwards push on Q. Kt. P. 2 sq.

(*e*) The only available move to win back the Bishop, or save his own by playing Q. to K. 3d

(*f*) Taking Bishop with Pawn would have involved him in trouble.

(*g*) Q. to this square would have been better.

(*h*) Instead of this move, Black should have played R. to Q. R. 6th; he cannot here play Kt. to K. 5th, for fear of White playing Q. B. P. 1, which would at least give the first player a position to draw.

(*i*) Had White played Q. B. P. 1, he would have lost his Queen.

(*k*) So singular and pretty a termination very seldom occurs in actual play.

CHESS IN SCOTLAND.

Game played between two of the leading players, GAMMA and DELTA.

White. (Mr. D.)	*Black.* (Mr. G.)	*White.* (Mr. D.)	*Black.* (Mr. G.)
1. K. P. 2	K. P. 2	22. Q. P. 1	B. takes P.
2. K. B. P. 2	P. takes P.	23. Kt. tks K. B. P.	R. takes Kt.
3. K. Kt. to B. 3d	K. Kt. P. 2	24. B. takes R.	Q. to Q. B. 2d
4. K. R. P. 2	K. Kt. P. 1	25. R. to K. Kt. sq.	B. to K. B. 4th
5. Kt. to K. 5th	K. R. P. 2	26. Q. to Kt. 3d	B. takes P., ch. (*b*)
6. B. to Q. B. 4th	K. R. to R. 2d	27. R. takes B.	R. takes Kt., ch.
7. Q. P. 2	Q. P. 1	28. B. takes R.	Kt. to K. 5th, ch.
8. Kt. to Q. 3d	P. to K. B. 6th	29. K. to K. 3d	Kt. takes R.
9. K. Kt. P. 1	B. to K. 2d	30. B. to K. 6th, ch.	K. to Kt. sq.
10. Q. B. to K. B. 4th	Q. Kt. to B. 3d	31. Q. to Q. 5th	B. takes B.
11. Q. B. P. 1	K. Kt. to B. 3d	32. Q. takes B.	Kt. to K. 7th
12. Q. Kt. to Q. 2d	B. to Q. 2d	33. R. to K. sq.	P. takes P.
13. Q. Kt. P. 2	Q. R. P. 1	34. R. takes Kt.	P. takes R.
14. Q. P. 1	Q. Kt. to Q. R. 2d	35. K. takes P.	P. takes P.
15. K. to B. 2d	Q. Kt. to Q. Kt. 4th	36. B. to K. Kt. 5th	Q. B. P. 1
16. R. to Q. B. sq.	Q. B P. 1	37. Q. to K. 3d	Q. to Q. B. 5th, ch.
17. K. R. to K. sq.	Q. to Kt. 3d, ch.	38. K. to B. 2d	P. Queens
18. B. interposes	Q. B. P. 1	39. Q. takes Q.	Q. takes Q.
19. Q. R. P. 2	Kt. to Q. R. 2d	40. B. takes Q.	Q. Kt. P. 2
20. K. P. 1	P. takes P.	41. P. takes P.	P. takes P.
21. Kt. takes P. (*a*)	Castles with Q. R.		

White resigns.

Notes.

(*a*) White now appears to have a fine attacking position: his King well protected, and all his pieces actively engaged.

(*b*) This combination is pretty enough, and completely turns the scale in favour of Black.

Game played in a Match between Mr. HARRWITZ and Mr. VON CARNAP, the former giving the odds of Pawn and move.

(*Remove White's K. B. P.*)

Black (Mr. V. C.)	*White.* (Mr. H.)	*Black.* (Mr. V. C.)	*White.* (Mr. H.)
1. K. P. 2	Q. Kt. to B. 3d	18. Q. to K. Kt. 3d	Castles
2. Q. P. 2	K. P. 2	19. B. to K. 3d	Kt. to K. 3d
3. P. takes P.	Kt. takes P.	20. K. R. P. 2 (*b*)	B. takes Q. R. P.
4. K. B. P. 2	Kt. to K. B. 2d	21. B. to Q. R. 7th	K. to Q. Kt. 2d
5. K. B. to Q. B. 4th	K. Kt. to R. 3d	22. Q. to K. 3d	B. to Q. B. 4th
6. K. Kt. to B. 3d	K. B. to Q. B. 4th	23. B. takes B.	Kt. takes B.
7. K. Kt. to Kt. 5th	Q. to K. 2d	24. K. R. to K. sq.	Q. Kt. P. 1
8. Q. Kt. to B. 3d	Q. B. P. 1	25. Kt. to K. 2d	B. takes Kt.
9. Q. to K. 2d	Q. Kt. P. 2	26. R. takes B.	Q. R. to Q. R. sq.
10. B. to Q. Kt. 3d	Q. R. P. 2	27. Q. to Q. 4th	Q. Kt. P. 1
11. Q. R. P. 1	Q. R. P. 1	28. P. takes P.	P. takes P.
12. B. to Q. R. 2d	Q. B. to R. 3d	29. B. to Q. Kt.	R. to Q. R. 5th
13. Q. to K. R. 5th	K. Kt. P. 1	30. Q. to K. 3d	Q. to K. 4th
14. Q. to K. B. 3d	Kt. takes Kt.	31. Q. to Q. B. 3d	Q. to K. B. 5th, ch.
15. P. takes Kt.	R. to K. B. sq.	32 R. to K. 3d	Q. P. 2 (*c*)
16 Q. B. to K. B. 4th	Kt. to K. B. 4th (*a*	33. P. takes P.	R. to Q. B. 5th
17. Castles (Q. R.)	Kt. to Q. 5th		

And wins.

[*Notes.*

Notes.

(*a*) The bringing this Knight at once into co-operation with the other forces in the centre of the field, is an important circumstance in favour of White's game.

(*b*) Better, perhaps, to have taken the Kt. with K. Bishop.

(*c*) This game is ingeniously played by Harrwitz, and exhibits many points of interest and instruction.

THE EVANS GAMBIT.

MR. EDITOR,—I send you herewith a sketch—I can hardly call it an analysis—of a method of avoiding the Evans Gambit, which is at your service, if you deem it worth a place in your magazine. I have not examined the defence with sufficient care to give a positive opinion upon its merits; my impression is, however, that it is sound, and may safely be adopted by those whose nerves cannot stand the vigorous attack consequent upon the acceptance of the Gambit.

This Gambit, by the way, which was formerly, and I believe is still, so much practised by chess-players in this country, has gone quite out of fashion in London. It is so rarely played at the chess divans there, that many of the strongest players who frequent those places, appear to be unacquainted with the correct defences against the various methods of attack which spring from the opening. Within the last two years, I played the Evans attack a number of times, against Messrs. Lowe, Finch, and other players of that calibre, and almost invariably, I was either victorious, or I obtained so decided an advantage in the opening, that I should have won, had I not been overcome by the superior strength of my opponents. The Evans Gambit certainly contains as many elements of attack, and is as difficult to defend, as many of the Gambits in which a Pawn is sacrificed for position.

To return from this digression, however, I will merely observe, with reference to the defence which follows, that it does not originate with me. It was accidentally played against me a few days since, by a friend, to whom I gave a Piece. It occurred to me then, that I had, several years ago, seen this defence suggested by a correspondent of the (London) "Chess Player's Chronicle." On referring to an old volume of this work, I found that the suggestion had been made by a correspondent, but that it was not accompanied by an analysis of the proposed defence. In a subsequent number of the "Chronicle," however, Mr. W. Kenrick undertook to prove that this defence gave a bad game to the second player. V. H. Der Lasa replied to Mr. K., and shewed that, according to his own analysis, the second player must win. Here the matter rested. No further allusion was made to the subject in the pages of the "Chronicle;" and as the defence gave the last blow, it may fairly claim to have the advantage in the contest.

THE EVANS GAMBIT AVOIDED.

White.	*Black.*
1. K. P. 2	1. K. P. 2
2. K. Kt. to B. 3d	2. Q. Kt. to B. 3d
3. K. B. to Q. B. 4th	3. K. B. to Q. B. 4th
4. Q. Kt. P. 2	4. Q. P. 2, (*a*)
5. P. takes P. (*b*)	5. Kt. takes Kt. P.
6. K. Kt. takes P.	6. Kt. takes P. at Q. 4th.
7. Kt. takes K. B. P.	

Here Mr. Kenrick's analysis ends. He concludes by stating that Black must take Knight. White then pushes Q. P. 2, and regains at least the Piece, with the better position. Der Lasa continues the game thus:—

	7. B. takes P., ch.
8. K. takes B. (*c*)	8. Q. to K. R. 5th, ch.
9. K. Kt. P. 1	9. Q. to Q. 5th, ch.
10. K. to K. Kt. 2d	

Black may now play either,—

	10. Q. B. to Kt. 5th
11. R. checks	11. K. Kt. to K. 2d.

Or,

	10. Q. takes B.
11. Kt. takes R.	11. Q. to K. 5th, ch.
12. Q. to B. 3d	12. B. to K. R. 6th, ch.
13. K. to B. 2d	13. Q. to Q. 5th, ch.
14. K. to K.	14. Castles—

And must win.

This proves that White cannot, on the seventh move, take King's Bishop's Pawn with Knight: and here all allusion to the subject in the "Chess Player's Chronicle" ceases. I venture to send you the following sketch, shewing you the effect of White's castling on the seventh move;—I consider this to be his best course of play.

7. Castles	7. K. Kt. to K. 2d (*d*)
8. Q. P. 2	8. B. to Q. Kt. 3d.

In the first place,—

9. Q. B. to R. 3d	9. Q. B. P. 1 (*e*)

I think that Black has a good game; as Mr. Lewis says, "the opening is about equal."

In the second place,—

9. Q. B. to K. Kt. 5th, (bad)	9. K. B. P. 1
10. Q. B. takes P.	10. Kt. takes Q. B. (*f*)
11. Kt. to K. B. 7th	

[1st.]

	11. Q. takes Q. P. (inferior)
12. Q. takes Q. (best)	12. B. takes Q.
13. Q. B. P. 1	13. B. takes K. B. P., ch.
14. R. takes B.	14. R. to K. B.

—with a Pawn advantage.

[2nd.]

	11. Q. B. to K. Kt. 5th, (best)

If White move Queen, Black may take Queen's Pawn. To exchange Queens is obviously disadvantageous. Suppose,—

12. K. B. P. 1	12. Q. takes Q. P., ch.
13. K. to K. B.	13. Q. takes B.
14. Kt. takes R.	

Kt. to K. fifth would lead to some interesting play; but the best move probably is,—

	14. Q. B. to K. B. 4th
15. Q. Kt. to R. 3d	15. Q. to K. Kt.

And Black must win.

Observe, that if White now push K. Kt. P. two, Black takes Pawn with Knight; and should White retake, he checks with Bishop; and on Rook's being interposed, plays Q. to K. B., Q. R. to Q., &c.

Notes.

(*a*) This move may be called the Counter Evans Gambit. Whatever may be its demerits, I think it better than to retreat Bishop.

(*b*) This appears to be White's best move.

(*c*) Were White to decline this capture, he would lose his Queen in a few moves.

(*d*) K. B. to Q. fifth looks like a good move. (?) I have not had time to examine its effects. Instead of K. Kt. to K. second, Black may also play Q. B. P. one. K. Kt. to B. third is evidently bad.

(*e*) To prevent the check of Bishop, should White capture King's Knight.

(*f*) To retake with Pawn would be fatal.

As this is my first attempt in analyzing an opening at chess, I hope to be excused, should my analysis prove (what is very likely to be the case) unsound. I make this communication, because I believe that the proposed defence will be new to most of your readers; and in order to give you and your correspondents an opportunity of investigating and of deciding upon its merits.

PHILO-CHESS.

New York, April 3.

A melancholy interest attaches itself to the preceding communication. In the next number of the "American Chess Magazine," from whence the letter was extracted, we were grieved to meet with the following saddening announcement:—

THE DEATH OF A CONTRIBUTOR.

The most painful duty which can be allotted to the conductor of a little work such as our own—where, for the most part, readers, writers, and subscribers are all associated on terms of good fellowship, and so frequently of intimacy—now, for the first time, devolves upon us.

It is incumbent upon us to state that the signature of PHILO-CHESS appears this month *for the last time* in our pages. Within a few short hours, when in the full enjoyment of health, strength, and youth, our late contributor penned this last will and testament in favour of his brother Chess players, he was cut down by the unsparing hand of death. By this untimely visitation, society is deprived of a talented and worthy member, and ourselves of a valued correspondent and friend.

THE BISHOP'S GAMBIT.

To the Editor of the Chess Player's Chronicle.

MY DEAR SIR,—Referring to a letter of a "Dublin Chess Player," in the July number of the "Chronicle" (page 232), relative to the variation of the Bishop's Gambit, as analysed by Messrs. Schulten and Stanley, I beg to add a word or two confirmatory to what is therein stated, and at the same time to give you a short analysis of a defence to it, which I have found to answer, and which may not be uninteresting to some of your readers.

It is quite true that the variation alluded to was introduced many years ago in the Dublin Club by my friend the late Mr. Stephens, the Bishop's Gambit being a great favourite of his, and which he played with considerable skill; the fact of my having been beaten by him several games, in endeavouring to defend them agreeably to the mode laid down in the books, induced me to give the opening a careful examination, and the result of my so doing led me to think, that the error in the defence lies in not making at 8th move a counter attack, by playing Q. B. to K. Kt. 5th, instead of which the K. is moved to Q. sq., and you are forced the next move to cover it with Q. B.; by this mode of play you give your opponent the opportunity of making a strong attack first, by playing his Q. B. to Q. 2d, and likely afterwards, according to the counter play, to Q. Kt. 4th, presenting a position most difficult, if not impossible, to defend.

The following is the mode of defence, as well as I can recollect, I subsequently adopted against Mr. Stephens:—

1.	K. P. 2	K. P. 2
2.	K. B. P. 2	P. takes P.
3.	K. B. to Q. B. 4th	Q. ch.
4.	K. to B.	K. Kt. P. 2
5.	Q. Kt. to B. 3d	K. B. to Kt. 2d
6.	Q. P. 2	Q. P. 1
7.	K. P. 1	P. takes P.
8.	Q. Kt. to Q. 5th	Q. B. to K. Kt. 5th
if 9.	Q. to Q. 3d, then	K. to Q.
10.	P. takes P.	Q. Kt. to Q. 2d and you cannot save the centre pawn; but if
9.	K. Kt. to B. 3d	K. to Q.
10.	Kt. takes Q. (or A)	B. takes Q.
11.	Kt. to B. 5th	K. B. home
12.	P. takes P.	B. takes P., and you have the best of the game.

(A)

10.	P. takes P.	Q. Kt. to Q. 2d, and the centre Pawn is lost.

Again, move 1 to 6.

7.	K. Kt. to B. 3d	Q. to K. R. 4th
8.	Q. Kt. to Q. 5th	K. to Q.
9.	K. P. 1	Q. B. to K. Kt. 5th
10.	P. takes P.	P. takes P.
11.	Q. to Q. 3d	B. takes Kt.
12.	P. takes B.	Q. to R. 6th, ch.
13.	K. to B. 2d	Q. Kt. to B. 3d, &c.

The latter moves may be diversified; but play as you will, Black will retain the Pawn, and your attack is gone.

I am, most truly yours,

Dublin, Sept. 6, 1847. GEO. WALLER.

CHESS INTELLIGENCE.

On Monday week the members of the Hull Chess Club opened their winter campaign at the usual place of meeting, viz., the Public Rooms, Jarratt Street, and will continue their meetings weekly through the season, being the first reunion since the Anniversary of the Yorkshire Chess Association, which was held in Hull last May. The cordial thanks of the Club were voted by acclamation to their President, Charles Frost, Esq., F.S.A., to whom may be mainly attributed the brilliant success of the anniversary, and whose courtesy and hospitality to the many distinguished visitors will be long remembered. Soon after the anniversary the members of the Hull Club entered into a subscription for the purchase of a token to be presented to that gentleman, to evince their due appreciation of his valuable services on that occasion, and as a memorial of so celebrated an era in the annals of Chess. The vote of thanks was immediately followed by a short address from Mr. H. Levett, and the presentation by him, on behalf of the members, of a very beautiful chess table, procured from one of the first establishments in Birmingham. Mr. Frost made a suitable acknowledgment in a brief but feeling speech.

NOTICES TO CORRESPONDENTS.

"T. H. S."—Be assured your compliments and congratulations, and those of the many, very many distinguished Amateurs who have flattered us by similar manifestations of interest in the new work, are not unappreciated. But it is impossible to express this by letter individually, and repeated intimations to the same effect, through the medium of a public paper, would hardly be in good taste.

"W. A. T."—Your solution of Problem No. 124 is very neat and ingenious; beside being shorter, it is much more elegant than the author's.—The end game shall be examined.

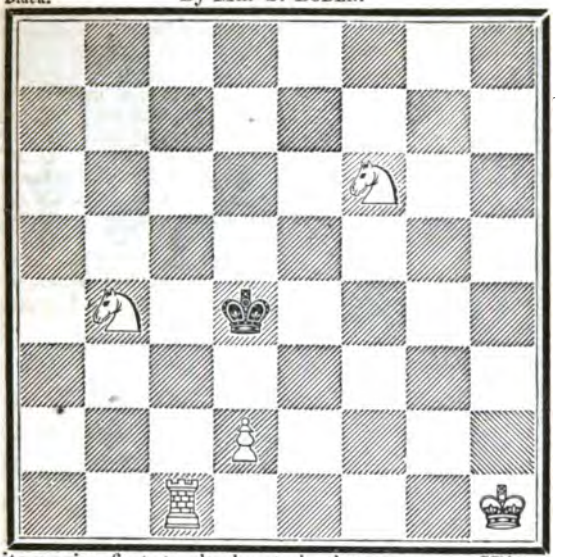
"G. T. P."—The Editor was absent from London at the period mentioned.

"Civis."—The "American Chess Magazine" can be purchased for 1s. per number, at Wiley and Putnam's, and it certainly deserves the encouragement of players in every country.

PROBLEM No. 149.

By Mr. S. Boden.

Black.

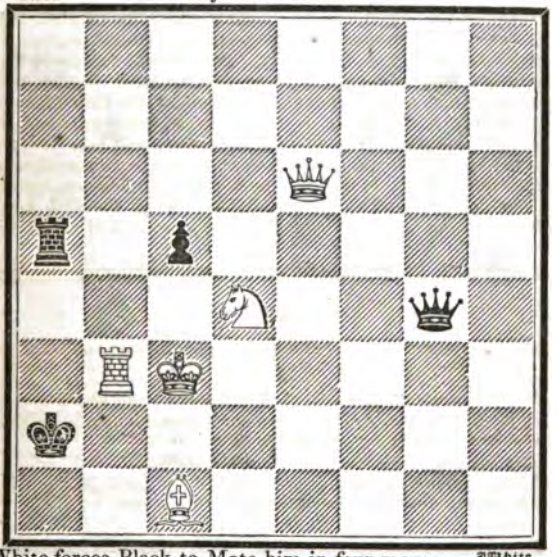


White moving first, to checkmate in three moves. White.

PROBLEM No. 150.

By Mr. Norris.

Black.

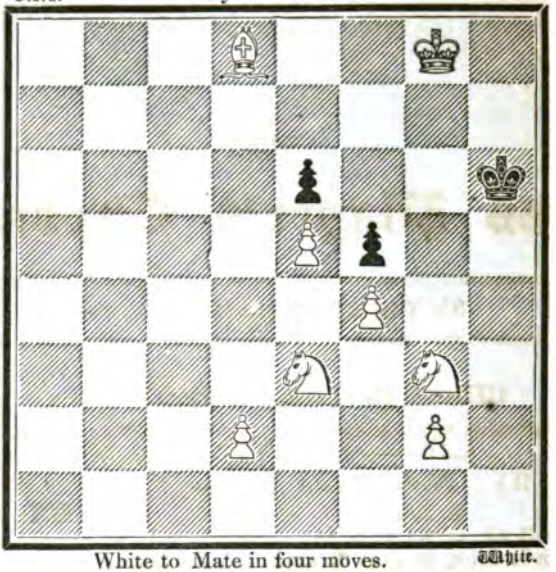


White forces Black to Mate him in four moves. White.

PROBLEM No. 151.

By W. H. C.

Black.

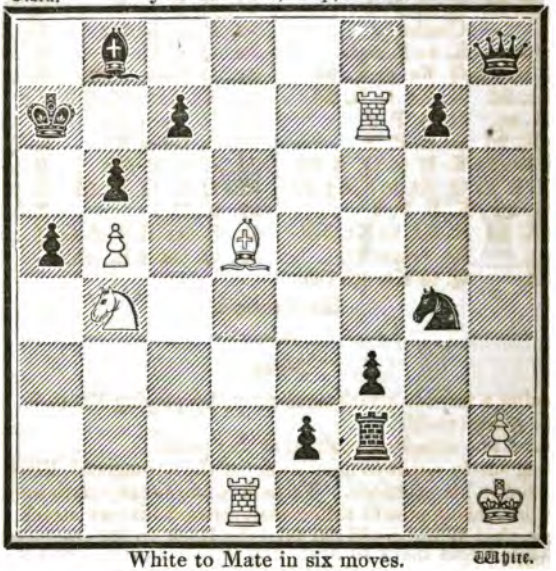


White to Mate in four moves. White.

PROBLEM No. 152.

By R. F. Duff, Esq., Lisbon.

Black.



White to Mate in six moves. White.

THE

Chess Player's Chronicle.

No. 39. NEW SERIES. | SATURDAY, SEPTEMBER 25, 1847. | PRICE THREEPENCE.

CHESS IN THE METROPOLIS.

The two following well-contested Games were played by Messrs. HARRWITZ and S———s, of the London Chess Club.

White. (Mr. H.)	*Black.* (Mr. S.)	*White.* (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	21. K. R. to Kt. sq.	(*b* Kt. to R. 5th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	22. Q. to Q. 3d	Q. P. 1
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	23. K. B. P. 1	Kt. to Kt. 3d
4. Q. B. P. 1	Q. P. 1	24. Q. R. to K. B. sq.	Q. to R. 4th (*c*)
5. Q. P. 2	P. takes P.	25. Q. R. to B. 2d	Q. to R. 5th
6. P. takes P.	B. to Q. Kt. 3d	26. Q. B. to K. sq.	Q. P. takes P.
7. K. R. P. 1.	K. Kt. to B. 3d	27. P. takes P.	Q. to R. 4th (*d*)
8. Q. Kt. to B. 3d	K. R. P. 1	28. K. R. to B. sq.	Q. B. to K. Kt. 5th
9. Castles	Castles	29. P. to K. 5th	Q. B. to K. B. 4th
10. Q. to Q. 3d	K. to R. sq.	30. Q. to Q. 2d	K. B. to Q. R. 4th
11. Q. B. to K. B. 4th	Q. Kt. to K. 2d	31. Q. takes K. B.	B. takes B.
12. K. B. to Kt. 3d	K. Kt. to R. 2d	32. Kt. takes K. B. P.	Kt. takes Kt.
13. Q. R. to K. sq.	Q. B. P. 1	33. R. takes Kt.	R. takes R.
14. Q. Kt. to K. 2d	K. B. P. 2	34. R. takes R.	K. Kt. P. 2
15. Q. Kt. to K. Kt. 3d	K. B. to Q. B. 2d	35. R. to B. 6th	B. to K. 5th
16. K. B. to Q. B. 2d	Q. Kt. to K. Kt. 3d	36. Q. to Q. B. 3d	R. to Q. sq.
17. Q. B. to Q. 2d	K. B. P. 1	37. K. P. 1	R. takes Q. P.
18. Q. Kt. to K. 2d	K. Kt. to Kt. 4th	38. R. tks. R. P., ch.	(*e* Q. takes R.
19. K. to R. sq.	Kt. takes Kt.	39. Q. takes R., ch.	
20. Q. takes Kt.	Q. to Kt. 4th (*a*)		

Black resigns.

Notes.

(*a*) Threatening a terrible attack next move, by playing Kt. to K. R. 5th.

(*b*) This was indispensable.

(*c*) Black has a fine attacking position at this point.

(*d*) Something surely ought to have come of the stronghold Black obtained, if he had not relaxed in his exertions. We believe the twenty-sixth move, Q. P. takes P., served to relieve his opponent rather than forward his own attack.

(*e*) It is clear, that White could not take the Rook on the moment, but at the cost of the game.

Between the same players.

White. (Mr. H.)	*Black.* (Mr. S.)	*White.* (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	20. Q. R. P. 2	P. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	21. B. takes P.	Kt. to K. Kt. 3d
3. Q. B. P. 1	Q. P. 2	22. Q. Kt. P. 1	P. takes P.
4. K.B.to Q. Kt 5th	Q. P. takes P.	23. B. takes P.	K. to Q. B. 2d
5. Kt. takes K. P.	Q. to Q. 4th	24. K. B. to Q. 3d (*c*	B. to Q. 3d
6. Q. to Q. R. 4th	K. Kt. to K. 2d.	25. Q. Kt. to R. 3d	Q. Kt. to R. 4th
7. K. R. P. 2	P.tks. P. *en passant*	26. K. B. to K. 4th	Kt. to Q. Kt. 6th
8. Kt. takes P.	Q. R. P. 1	27. Q. R. to Kt.	Kt. takes B.
9. B. to Q. B. 4th	Q. to K. 5th, ch.	28. Q. R. tks. P., ch.	K. to Q. B. sq.
10. K. to B. 2d	Q. to K. B. 4th	29. R. takes Kt.	K. R. to K. sq. (*d*
11. K. Kt. P. 2 (*a*)	Q. to Q. R. 4th	30. Q. Kt. to B. 4th	K. B. to Q. B. 2d
12. Q. to Q. Kt. 3d	Q. to Kt. 3d, ch	31. K. R. to Q. R. (*e*	K. R. takes B.
13. Q. takes Q.	P. takes Q.	32. K.R. to Q. R. 7th	Q. B. to Q. B. 3d
14. K. R. P. 1	P. to Q. Kt. 4th	33. R. takes B., ch.	K. to Kt. sq.
15. B. to Q. Kt. 3d	Kt. to Q. R. 4th	34. Q. Kt. to R. 5th	B. to Q. R. sq.
16. B. to Q. B. 2d	Q. B. to Q. 2d	35. R. takes Kt. P.	Q. R. to K. sq.
17. Q. Kt. P. 2	Kt. to Q. B. 3d	36. Q. B. P. 1	R. to K. 7th, ch.
18. R. to K. sq.	K. B. P. 1.	37. K. to Kt. 3d	B. takes Kt.
19. Q. P. 2	Castles (*b*)	38. Q. P. 1	B takes P.

White resigns.

Notes.

(*a*) The opening is very well played on both sides, and will repay attention. If Black take this Pawn, his opponent wins the K. B. P. in return.

(*b*) A dangerous retreat.

(*c*) Intending to take off the Kt., and then have an opportunity of giving a fatal check with his Q.'s Bishop.

(*d*) Nothing would have been gained by taking the Kt., as White would have replied with K. R. to Q. R. sq., winning the Bishop in return.

(*e*) All this portion of the game is ingeniously played by both parties.

Mr. Horwitz gives Q. R. and Move, to Mr. N., at the London Chess Club.

Black (Mr. N.)	*White.* (Mr. H.)	*Black.* (Mr. N.)	*White.* (Mr. H.)
1. K. P. 2	K. P. 2	17. Q. to K. Kt. 2d	K. to R. 2d
2. K.B. to Q. B. 4th	Q. Kt. P. 2	18. K. R. P. 2	R. to K.
3. B. tks Q. Kt. P.	K. B. P. 2	19. K. Kt. to Kt. 3d	Kt. to B. 5th
4. P. takes P.	K. B. to Q. B. 4th	20. B. takes Kt.	P. takes B., dis ch.
5. Q.to K.R. 5th,ch.	K. to B.	21. K. Kt. to K. 2d	K. B. to K. 6th
6. K. Kt. P. 2	Q. B. P. 1	22. Q. Kt. to B. 3d	Q. P. 1
7. B. to Q. B. 4th	Q. P. 2	23. Q. Kt. to Q.	Q. to R. 4th, ch.
8. B. to Q. Kt. 3d	K. Kt. to B. 3d	24. K. to B.	Q. to Q. 7th
9. Q. to K. R. 3d	K. R. P. 2	25. Q. Kt. takes B.	R. takes Kt.
10. K. B. P. 1	K. to Kt.	26. Q. R. to K.	Kt. to Q. 2d
11. K. Kt. P. 1	Kt. to R. 2d	27. B. to R. 4th	Kt. to K. 4th
12. Q. P. 1	K. Kt. P. 1	28. K. R. P. 1	R. takes P., ch.
13. K. Kt. to K. 2d	Q. B. takes P.	29. K. to Kt.	Q. to K. 6th, ch.
14. Q. to K. Kt. 3d	K. R. P. 1	30. K. to R. 2d	R. to R. 6th, ch.
15. Q. takes R. P.	Kt. to K. B. 3d	31. Q. takes R.	Q. to B. 7th, ch.
16. Q. to K. Kt. 3d	Kt. to R. 4th	32. Q. to K. Kt. 2d	Kt. to K. B. 6th

Mate. (*a*)

Note.

(*a*) The finish of this game is capitally played by Mr Horwitz.

CHESS IN AMERICA.

The two following Games occurred in a Match by Correspondence, between Philadelphia and Boston.

FIRST GAME.

Black. (Boston.)	*White.* (Phil.)	*Black.* (Boston.)	*White.* (Phil.)
1. K. P. 2	K. P. 2	12. K. Kt. to K.	K. Kt. to B. 3d
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	13. Q. Kt. to R. 3d	K. R. to K.
3. Q. P. 2	P. takes P.	14. Q. B. P. 1	Q. to Q. B. 4th
4. K. B. to Q. B. 4th	K. B. to Q. B. 4th	15. Q. to Q. B. 2d	Q. R. to Q. 5th
5. Q. B. P. 1	P. to Q. 6th	16. K. Kt. to B. 3d	Q. R. to K. Kt. 5th
6. Q. Kt. P. 2	B. to Q. Kt. 3d	17. K. R. P. 1	R. tks K. Kt. P., ch.
7. Q. Kt. P. 1	Kt. to Q. R. 4th	18. K. takes R.	B. takes R. P., ch.
8. B. takes P.	Q. P. 2	19. K. takes B.	Q. to K. R. 4th, ch.
9. K. P. takes P.	Q. takes P.	20. K. to K. Kt. 3d	Q. to K. Kt. 5th, ch.
10. Castles	Q. B. to K. 3d	21. K. to K. R. 2d	Q. to K. R. 4th, ch.
11. Q. to K. 2d	Castles		

Drawn by perpetual check. (*a*)

Note.

(*a*) This game has been well and carefully played throughout; the final *coup*, however, by which the *draw* is forced, merits particular observation, when it is understood that the Philadelphia amateurs had *reasons* for being perfectly satisfied with that result, having a winning position in the second game.

SECOND GAME.

White. (Phil.)	*Black.* (Boston.)	*White.* (Phil.)	*Black.* (Boston.)
1. K. P. 2	K. P. 2	19. Q. B. takes B.	K. R. to K. Kt. 2d
2. K. B. P. 2	P. takes P.	20. K. R. takes R. P.	Q. Kt. to Q. 2d
3. K. Kt. to B. 3d	K. Kt. P. 2	21. K. P. 1	P. takes P.
4. K. R. P. 2	K. Kt. P. 1	22. B. takes P.	B. takes R.
5. Kt. to K. 5th	K. R. P. 2	23. R. takes R.	K. Kt to B. 3d
6. K. B. to Q. B. 4th	K. R. to R. 2d (*a*)	24. K. B. takes Kt., ch.	Kt. takes B.
7. Q. P. 2	P. to K. B. 6th	25. Kt. to K. 4th	Castles (Q. R.)
8. K. Kt. P. takes P.	Q. P. 1	26. Kt. to Q. 6th, ch.	K. to B. 2d
9. Kt. to Q. 3d	K. B. to K. 2d	27. Kt. to B. 7th, ch.	K. to Q. B. sq.
10. Q. B. to K. 3d	B. takes R. P., ch.	28. Kt. takes R.	K. takes Kt.
11. K. to Q. 2d	K. Kt. P. takes P.	29. R. to K. Kt. 8th, ch.	K. to K. 2d
12. Q. takes P.	Q. B. to Kt. 5th	30. R. to Q. R. 8th	Q. R. P. 1
13. Q. to K. B 4th	Q. to B. 3d	31. R. to Q. R. 7th	Q. Kt. P. 2
14. Q. Kt. to B. 3d	Q. B. P. 1 (*b*)	32. R. takes Q. R. P.	B. to K. B. 6th
15. K. P. 1	Q. takes Q.	33. K. to K. 3d	B. to K. 5th
16. K. Kt. takes Q.	Q. P. takes P.	34. Q. B. P. 1	B. to Q. 4th
17. Q. P. takes P.	K. B. to Kt. 4th	35. K. to Q. 4th	K. to K. 3d.
18. Q. R. to K. Kt. sq.	B. takes K. Kt.	36. Q. Kt. P. 1	

Philadelphia wins.

Notes.

(*a*) We rather prefer the move of K. Kt. to R. 3d at this juncture.

(*b*) With respect to this move, Mr. G. H. (the principal conductor of the game on the part of Boston) writes us as follows:—"This ill-considered reply loses the game. Q takes Q. was the proper move; in which case, although they would probably recover their Pawn with a superior position, it may well be doubted if they could do more than draw the game."

SOLUTIONS TO PROBLEMS IN Nos. 30 and 34.

No. 129.

White.	*Black.*
1. B. to Q. 8th	K. to R. 4th (best)
2. K. to K. 7th	K. to Kt. 3d (best)
3. P. 1, making any piece	K. takes Kt.
4. Q. P. 1	Kt. mates

No. 130.

White.	*Black.*
1. Q. to Q. 8th, ch.	K. to Q. 2d (best)
2. Kt. takes Kt., ch.	K. to Q. (or A)
3. Kt. to B. 6th, ch.	K. to Q. 2d
4. Q. takes B.	

Mate.

A

	K. to K. 2d
Q. to K. B. 7th, ch.	K. to Q.
Kt. to B. 6th	

Mate.

No. 131.

White.	*Black.*
1. Kt. to K. 6th, ch.	K. to K. 5th (a)
2. Q. to K. 2d, ch.	K. to K. B. 4th
3. Q. takes B., ch.	R. takes Q.
4. Kt. to Q. 6th	

Mate.

(a) If King move to K. B. 4th, mate follows in two moves.

No. 132.

White.	*Black.*
1. R. from Kt. 5th to Q. R. 5th, ch.	K. takes R.
2. Kt. takes Q. Kt. P., ch.	K. takes Kt. (best)
3. Q. to Q. B. 7th, ch.	K. to R. 3d
4. Q. takes Kt., ch.	K. to R. 4th
5. Q. takes Q. R. P.	

Mate.

No. 133.

White.	*Black.*
1. Q. to K. R. 8th, ch.	R. interposes.
2. B. to K. B. 2d, ch.	Q. interposes.
3. B. takes Q., ch.	K. takes B.
4. Q. to Q. B. 3d, ch.	K. takes P.
5. Q. to K. B. 3d, ch.	K. to K. Kt. 4th
6. Q. to K. B. 6th	

No. 134.

White.	*Black.*
1. Q. takes Q., ch.	B. takes Q.
2. R. takes Kt.	K. B. P. 1
3. K. to Kt. 2d	P. takes P.
4. K. to B. 3d	P. pushes on, or takes Rook.

Mate.

No. 135.

White.	*Black.*
1. Q. to K. Kt. 8th, ch.	K. to Q. 2d
2. Q. to K. B. 7th, ch.	K. takes P.
3. Kt. to Q. Kt. 7th, ch.	K. to Q. B. 3d
4. Q. to Q. 5th, ch.	K. takes Q.
5. Kt takes Q. Kt. P., ch.	K. to Q. B. 5th
6. B. to Q. 2d, ch.	

Mate.

No. 136.

White.	*Black.*
1. R. to Q. B. 7th	Q. takes Q (or A)
2. R. to K. 7th, ch.	R. takes R.
3. R. to K. B. 8th, ch.	K. moves
4. R. to Q. 8th	

Mate.

A

	Kt. takes P.
R. to Q. B. 8th, ch.	K. moves
Q. takes Kt.	K. takes R.
Queen mates	

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 29 & 30. (See p. 268.)

No. 29.

White.	*Black.*
1. K. Kt. to R. 3d	R. to Q. Kt. 7th *
2. B. to K. Kt. 4th, ch.	K. takes B.
3. Q. Kt. to K. B. 6th	

Mate.

* If K. Kt. P. 1, you play B. to K. 8th.

No. 30.

White.	*Black.*
1. Q. takes K. R. P., ch.	R. takes Q.
2. R. to K. Kt. 8th, ch.	K. takes R.
3. B. to Q. 5th, ch.	K. to B.
4. R. to K. Kt.	

Mate.

NOTICES TO CORRESPONDENTS.

"A. G. M'C."—We are always glad to receive original problems of merit. As to the solutions of those published, it appears to be an unnecessary trouble for you to send them, since they are given every week.

"G. B. S."—It is quite evident to any one that checkmate can be given as you suggest, but Mr. Kling imposes the condition that *mate must be effected with the pawn*, and it is to find out how to do this in seven moves which constitutes the problem.

"W. C. K."—Is thanked, and his problem shall be examined.

"J. G. W."—"O. P. Q."—The Editor's absence from town occasioned the delay.

"N. T."—The Chess Player's Handbook can be got of any bookseller in the kingdom.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 292.)

Thirty-ninth Opening.

Queen's Pawn Gambit.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2.	Kt. takes P.

(For Note, see page 292.)

Black could also take Pawn with Pawn, or play Q. P. 2, or K. B. P. 1. (See the following Openings.)

4. Kt. takes Kt.	Kt. takes Kt.

You play correctly by taking with Kt. in preference to taking with Pawn.

5. Q. takes P.	Q. to K. B. 3d
6. K. P. 1	Q. to K. Kt. 3d
7. Q. Kt. to B. 3d	Q. B. P. 1

In this position, the Anonymous of Venice considers the game as equal, because, according to the Italian laws, the Queen's Pawn may be pushed on two squares without the liability of being taken *en passant*; but, following our own laws, you have, in my opinion, the better game.

If Black, instead of playing Q. B. P. 1 sq., had taken Queen's B. Pawn with his Queen, you should move the K. B. to Q. 3d; Black could then play his K. B. to Q. B. 4th, but you should take it, and afterwards capture the Q. B. Pawn, which would give you a good position.

8. Q. B. to K. B. 4th	K. Kt. to R. 3d

Had Black moved his Q. Kt. P. 1 sq., you should play Q. Kt. to K. 4th.

9. K. B. to Q. 3d	Q. tks. K. Kt. P.
10. Castles on Q.'s side	

In this position, it is evident that your game is better than that of Black's.

Fortieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	Kt. takes P.
4. Kt. takes P.	Kt. to K. 3d

You would have done better had you taken Kt. with Kt., as shewn in the preceding Opening.

5. K. B. to Q. B. 4th	Q. to K. B. 3d

Instead of playing Q. to K. B. 3d, he could have brought out his King's Bishop to Q. B. 4th. In that case, you could win at least a Pawn by taking Knight with Bishop.

6. K. Kt. to his 4th	Q. to K. Kt. 3d

In this position, the game is considered equal.

Forty-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	K. B. P. 1

It is always bad in opening the game, to play K. B. P. 1 sq.

4. K. B. to Q. B. 4th	K. Kt. to K. 2d
5. P. takes P.	Kt. takes P.
6. Kt. takes Kt.	P. takes Kt.
7. Q. B. to K. Kt 5th	

Your game is much better than that of your adversary's.

Forty-second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	Q. P. 2
4. K. B. to Q. Kt 5th	Q. B. to K. Kt. 5th

Black has several methods of play, but he would have still a bad game.

5. K. R. P. 1	Q. P. takes P.
6. K. R. P. tks. B.	P. takes Kt.
7. Q. takes P.	

You ought to win.

Forty-third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	P. takes P.
4. K.B.toQ.B.4th	K. B. to Q. B. 4th
5. K.Kt. to his5th	K. Kt. to R 3d.

If Black, instead of defending his K. B. Pawn with K. Kt., had defended it with Q. Kt. at K. 4th, he would have had a worse game.

6. Kt. tks. K. B.P	Kt. takes Kt.
7. B. tks. Kt., ch.	K. takes B.
8. Q.toK.R.5th,ch	K. Kt. P. 1
9. Q. takes B.	Q. P. 1
10. Q. to Q.Kt. 5th	

Your game is to be preferred. You will withdraw the Queen to K. 2d, and, after having Castled, will threaten an attack on the adversary King with your Pawns.

FIRST GAME.

Forty-fourth Opening.

White.	*Black.*
1. K. P. 2.	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	P. takes P.
4. K.B.toQ.B. 4th	K. B., checks
5. Q. B. P. 1	P. takes P.
6. Castles	P. takes P.

Instead of Castling, you could take Pawn with Pawn, but your game would not have been good, as Mons. St. Amant has so well demonstrated in the Palamede, 1842, p. 121.

Black, instead of taking Pawn with Pawn, should have moved his Q. Pawn 1 sq.; but he would not, even then, have had a good game. (See the next Game.) Pushing on the doubled Pawn to Q. B. seventh, would have been better.

7. B. takes P.	K. Kt. to B. 3d

After the capture of this Pawn, you ought to win the game by force.

Black, instead of playing the Knight, could move his K. B. Pawn 1 sq. (See Variation.)

8. K. Kt. to Kt.5th	Castles
9. K. P. 1	K. Kt. to K.

Black could also play K. R. P. 1, or Q. P. 2.

In the first case, you should take K. Kt. with P, and afterwards play Q. to K. R. fifth.

In the second case:—

	Q. P. 2
P. takes Kt	P. takes B.
P. takes P.	Q. takes Q.
P. takes R., and Queens, ch.	K. takes Q.
R. takes Q.	
10. Q. to K. R.5th	K. R. P. 1
11. Kt. tks. K.B.P.	R. takes Kt.

If, instead of taking the Knight, he had played Q. to K. 2d, he would have been checkmated in two moves.

12. Q. tks. R., ch.	K. to R. 2d
13. QtoKKt8th,ch	

The King being obliged to come out, you can attack him with your two Bishops, and Mate him in a few moves.

Variation from Black's 7th move.

White.	*Black.*
7. B. takes P.	K. B. P. 1
8. Q. to Q. Kt.3d	K. Kt. to R. 3d
9. K. P. 1 sq.	P. takes P.
10. Kt. takes P.	Q. to K. 2d

Black plays his Q. to K. 2d, to defend not only his K. B., but also the K. Kt. Pawn.

11. Kt. takes Kt.	Q. Kt. P. tks. Kt.
12. Q.B.tks.KKtP.	Q. takes B
13. Q. takes B.	

In this position, you have much the better game.

PROBLEM No. 153.

By Herr Kling.

Black.

White to Mate in eight moves. White.

PROBLEM No. 154.

By D. C., of Glasgow.

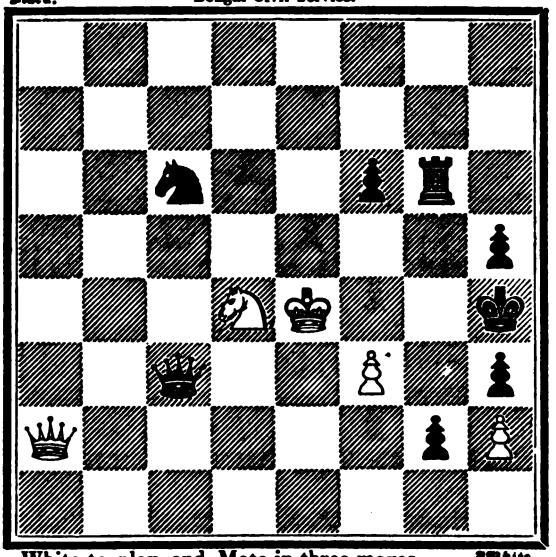
Black.

White compels Black to Mate him in two moves. White.

PROBLEM No. 155.

By R. F. Hodgson, Esq.
Bengal Civil Service.

Black.

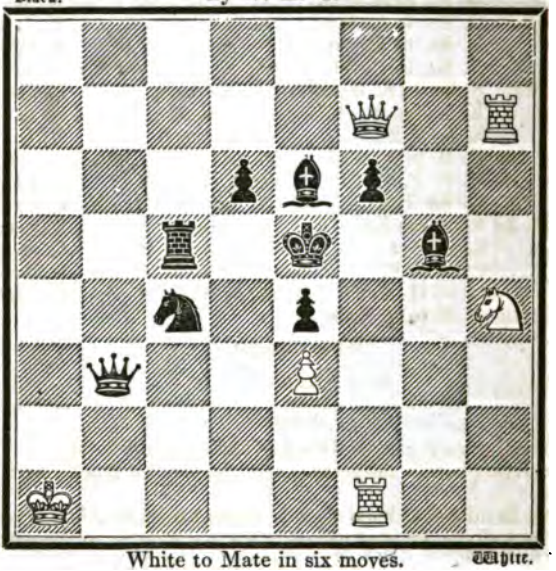


White to play, and Mate in three moves. White.

PROBLEM No. 156.

By W. H. C.

Black.



White to Mate in six moves. White.

THE

Chess Player's Chronicle.

No. 40. NEW SERIES. | SATURDAY, OCTOBER 2, 1847. | PRICE THREEPENCE.

CHESS IN THE METROPOLIS.

Game played in a match between Mr. Lowe and Mr. W. P——g.

White. (Mr. L.)	*Black.* (Mr. P.)	*White.* (Mr. L.)	*Black.* (Mr. P.)
1. K. B. P. 2	Q. B. P. 2	19. Q. R. to Q. B. sq.	Q. to Q. B. 3d
2. K. P. 2	Q. Kt. to B. 3d	20. Q. Kt. P. 1.	K. R. P. 1
3. K. Kt. to B. 3d	K. P. 1	21. P. takes P.	B. takes P.
4. Q. B. P. 2	K. Kt. to B. 3d (*a*)	22. K. R. to K. B. 3d	Q. Kt. P. 1 (*b*)
5. Q. Kt. to B. 3d	Q. Kt. to Q. 5th	23. Kt. to Q. B 5th	K. B. to K. 2d
6. K. P. 1	K. Kt. to Kt. sq.	24. P. takes P.	R. takes P.
7. Q. P. 1	K. Kt. to R. 3d	25. Kt. to Q. 3d (*c*)	Q. to Q. R. sq.
8. K. B. to K. 2d	K. Kt. to K. B. 4th	26. Kt. to K. B. 2d	Q. B. to Q. Kt. 2d
9. Castles	Kt. takes B., ch.	27. K. R. to K. Kt. 3d	K. to K. B. 2d
10. Q. takes Kt.	K. R. P. 2	28. Kt. to R. 3d	Q. B. to K. 5th
11. K. Kt. to Kt. 5th	K. B. to K. 2d	29. Kt. to Kt. 5th, ch	B. takes Kt.
12. K. Kt. to K. 4th	Q. R. P. 1	30. R. takes B.	K. Kt. P. 1
13. Q. B. to K. 3d	Q. Kt. P. 1	31. B. to Q. B. 5th	Q. to Q. 4th
14. K. Kt. to K. Kt. 3d	Kt. takes Kt.	32. Q. Kt P. 1	R. takes B. (*d*)
15. P. takes Kt.	K. B. P. 2	33. P. takes R.	Q. to Q. 5th
16. Q. P. 1	P. takes P.	34. Q. to K. B. 2d	K. R. to R. 8th, ch
17. B. takes P.	Q. to Q. B. 2d	35. K. takes R.	Q. takes Q.
18. Kt. to Q. R. 4th	Q. R. to Q. Kt. sq.		

White resigns.

Notes.

(*a*) Ill considered, since it can be forced to retreat immediately.

(*b*) The manœuvring here is interesting, and the play on Black's part very clever towards the end.

(*c*) K. R. to Q. B. 3d would have given a strong attacking position to White.

(*d*) This is very well played, and gives a pretty termination to the contest.

Between the same Players.

White. (Mr. P.)	*Black.* (Mr. L.)	*White.* (Mr. P.)	*Black.* (Mr. L.)
1. K. P. 2	K. P. 2	23. P. to Q. Kt. 4th	Q. to Q. B. 5th
2. K. Kt. to B. 3rd.	Q. Kt. to B. 3rd.	24. Q. R. to K. B.	Q. B. P 2.
3. Q. P. 2.	P. takes P.	25. P. takes P.	Q. takes P.
4. K. B. to Q. B. 4th	K. B. to Q. B. 4th	26. B. to K. R. 6th	K. R. to K. B. 2d
5. K. Kt. to Kt. 5th	K. Kt. to R. 3rd	27. Q. R. to K. B. 2d	P. to Q. 4th
6. Kt. takes K. B. P.	Kt. takes Kt.	28. Q. Kt. P. 2.	Q. to Q. B. 5th
7. B. takes Kt. ch.	K. takes B.	29. B. to K. B. 4th	Kt. to Q. B. 3d (*a*)
8. Q. to K. R. 5th ch.	K. Kt. P. 1.	30. P. takes P.	Kt. takes Q. Kt. P.
9. Q. takes B.	Q. P. 1.	31. K. R. to Q. sq.	Q. P. 1. (*b*)
10. Q. to Q. Kt. 5th	R. to K. sq.	32. B. to K. R. 6th	P. takes P.
11. K. B. P. 1.	Q. to R. 5th ch.	33. K. R. to Q. B. sq.	Kt. to Q. 6th
12. K. Kt. P. 1.	Q. to R. 6th	34. R. takes P.	Q. takes Q. P. (*c*)
13. K. to B. 2nd	Q. R. P. 1.	35. Q. to Q. B. 3d (*d*)	Kt. to K. B. 5th, ch.
14. Q. to Q. 3rd	Q. B. to K. 3rd	36. B. takes Kt.	R. takes B.
15. Q. B. to K. B. 4th	K. to Kt. sq.	37. K. R. P. 1.	Q. R. to K. B. sq.
16. Q. Kt. to Q. 2d	Q. Kt. P. 2	38. K. R. to Q. 2d	R. tks. K. B. P. (*e*)
17. Q. R. to K. Kt. sq.	K. R. to K. B. sq.	39. R. takes R.	R. takes R.
18. Kt. to Kt. 3rd	B. to Q. B. 5th	40. Q. takes R.	Q. takes R., ch.
19. Q. to Q. 2d	B. takes Kt.	41. K. to Kt. 3d	Q. to Q. 3d, ch.
20. Q. R. P. tks. P.	Q. to K. R. 4th	42. K. to Kt. 2d	Q. to K. 3d, and ultimately wins by the strength of his two passed Pawns.
21. K. Kt. P. 1.	Q. to Q. B. 4th		
22. K. to Kt. 2d	Kt. to K. 4th		

Notes.

(*a*) P. takes K. P. would have been also good.

(*b*) This part of the game is ingeniously played by Mr. Lowe.

(*c*) But why not Q. takes R., followed, if White took the Q., by Kt. to K. 8th ch. &c.?

(*d*) Threatening mate by Q. to Q. B. 8th, &c.

(*e*) Finely conceived all this.

Game in a Match between Mr. Von Carnap and Mr. Harrwitz, the latter giving Pawn and move.

(*Remove Black's K. B. P.*)

White. (Mr. Von C.)	*Black.* (Mr. H.)	*White.* (Mr. Von C.)	*Black.* (Mr. H.)
1. K. P. 2	Q. Kt. to B. 3d	17. K. R. to R. 3d (*c*	Q. R. P. 1
2. Q. P. 2	K. P. 2	18. K. Kt. to B. 5th. ch	B. takes Kt.
3. Q. P. 1	Q. Kt. to K. 2d	19. P. takes B.	K. P. 1
4. Q. B. to K. Kt. 5th	Q. P. 1 (*a*)	20. R. to K. Kt. 3d	Q. tks. doubled P.
5. K. B. to Q. 3d	Q. to Q. 2d	21. Kt. to Q. 4th	Q. to K. 4th
6. B. takes Kt.	B. takes B.	22. Kt. to K. 6th, ch	K. to R. 2d
7. K. Kt. to K. 2d	K. Kt. to B. 3d	23. Kt. takes R., ch.	R. takes Kt.
8. K. Kt. to Kt. 3d	Castles	24. B. to K. 2d	P. takes P.
9. Q. Kt. to Q. 2d	K. Kt. to Kt. 5th	25. P. takes P. (*d*)	Kt. takes P.
10. Q. Kt. to K. B. 3d	Q. B. P. 1	26. Q. to Q. B. 2d	B. takes K. R. P.
11. K. R. P. 1	K. Kt. to B. 3d (*b*	27. Castles	B. takes R.
12. Q. B. P. 2	K. Kt. P. 1	28. P. takes B.	Q. R. P. 1 (*e*)
13. Q. to Q. 2d	K. to Kt. 2d	29. Q. to Q. Kt. 3d	P. takes P., ch.
14. K. R. P. 1	Q. to K. Kt. 5th	30. K. to Q. 2d	P. to K. 6th, ch.
15. Q. Kt. to K. Kt. 5th	K. R. P. 1	31. K. to K. sq. (*f*)	Q. takes P.
16. Q. Kt. to K. B. 3d	Q. R. P. 2		

Mate.

[*Notes.*

Notes.

(*a*) This is the modern way of defending the present Opening, and it is unquestionably superior to the usual move in old times of K. Kt. to B. 3d.

(*b*) We should have thought K. Kt. to R. 3d less disadvantageous.

(*c*) Well conceived. From this point, White seems to have a very promising attack.

(*d*) Hardly so good as Castling, since it gives the Kt. so much scope for annoyance.

(*e*) This is the game move. White may delay, but he cannot avert, the loss of the game after this advance.

(*f*) Had he played K. to Q. 3d, Black could have replied with R. to Q. B. sq., winning easily.

CHESS IN THE PROVINCES.

Game played in a Match between Mr. E. CRONHELM, of Halifax, and Mr. J. RHODES, of Leeds.

White. (Mr. C.)	*Black.* (Mr. R.)	*White.* (Mr. C.)	*Black.* (Mr. R.)
1. K. P. 2	Q. B. P. 2	27. K. Kt. P. 1	R. to B. 3d
2. Q. B. P. 2 (*a*)	Q. Kt. to B. 3d	28. R. to Q. 3d	R. to K. 3d, ch
3. Q. Kt. to B. 3d	K. P. 1	29. K. to B. 3d	R. to Q. 3d
4. K. B. P. 2	K. Kt. to K. 2d	30. R. to K. 3d	R. to Q. 5th
5. K. Kt. to B. 3d	Q. P. 2	31. K. to K. 2d	K. R. P. 2
6. Q. B. P. tks. P.	K. P. takes P.	32. R. to K. 7th	R. to Q. 2d
7. K. P. takes P.	K. Kt. takes P.	33. R. to K. 3d	R. to Q. 3d
8. Kt. takes Kt.	Q. takes Kt.	34. K. to B. 3d	R. to B. 3d, ch.
9. K. B. to Q. Kt. 5th	Q. B. to K. Kt. 5th	35. K. to K. Kt. 2d	K. to Q. 3d
10. Q. to K. 2d, ch.	B. to K. 2d	36. R. to Q. 3d, ch.	K. to K. 3d
11. Castles	Q. B. takes Kt.	37. R. to K. 3d, ch.	K. to B. 4th
12. Q. takes B (*b*)	Q. takes Q.	38. R. to K. 7th	Q. Kt. P. 1
13. R. takes Q.	K. to Q. 2d	39. K. R. P. 1	K. Kt. P. 1
14. Q. P. 1	K. to Q. B. 2d	40. K. R. to K. 3d	R. to K. 3d
15. B. takes Kt.	K. takes B.	41. R checks	K. to Kt. 3d
16. Q. B. to K. 3d	Q. R. to Q. sq.	42. R. to Q. 3d	K. B. P. 2
17. Q. B. to K. B. 2d	K. B. to B. 3d	43. K. to B. 2d	K. B. P. 1
18. Q. R. to Q. B. sq.	K. B. to Q. 5th	44. P. takes P.	R. to K. B. 3d
19. Q. R. P. 2	Q. R. P. 2	45. K. R. P. 1	R. takes P., ch.
20. Q. R. to B. 4th	R. to Q. 4th	46. K. to Kt. 3d	R. to Kt. 5th, ch.
21. B. takes B.	R. takes B.	47. K. to R. 3d	R. takes P., ch.
22. K. to B. 2d	K. R. to Q. sq.	48. K. to Kt. 3d	R. to Q. 5th
23. K. to K. 2d	K. Kt. P. 1	49. R. to K. B. 3d	R. P. 1, ch.
24. K. R. to K. 3d	R. takes Q. R.	50. K. to R. 2d	R. to Q. 3d
25. P. takes R.	R. to Q. 5th	51. K. to R. 3d	K. to R. 4th
26. Q. Kt. P. 1	R. takes K. B. P.	52. R. to K. 3d	P. 1, ch.

White resigns. (*c*)

Notes.

(*a*) A bad beginning. The best authorities concur in decrying this reply to Black's first move.

(*b*) Taking with the Rook would have been much better play.

(*c*) This game is hardly up to the mark of a match *partie* between two such experienced amateurs.

CHESS IN AMERICA.

Lively Game played in the Louisville Chess Club, between Mr. B. and Dr. R.

(From the American Chess Magazine.)

White.	*Black.*	*White.*	*Black.*
1. K. P. 2	K. P. 2	14. R. takes B. (*b*)	Q. takes R.
2. K. B. P. 2	P. takes P.	15. K. B. takes P., ch.	K. to B. sq.
3. K. Kt. to B. 3d	K. Kt. P. 2	16. Q. B. tks Q. P. ch.	Q. takes B.
4. K. B. to Q. B. 4th	K. B. to Kt. 2d	17. R. to K. 6th, dis. ch.	K. to his 2d (*c*)
5. Q. P. 2	Q. P. 1	18. Q. to B. 7th, ch.	K. to Q. sq.
6. K. R. P. 2	K. R. P. 1	19. Q. takes Kt., ch.	K. to Q. B. 2d
7. Q. Kt. to B. 3d	Q. B. P. 1	20. Q. takes Q. B., ch.	K. to Kt. 3d
8. P. takes P.	P. takes P.	21. Kt. to R. 4th, ch.	K. to R. 4th
9. K. takes R.	B. takes R.	22. Kt. to B. 3d	Q. takes Kt. P. (*d*)
10. K. Kt. P. 1	K. Kt. P. 1	23. Q. Kt. P. 2, ch.	K. takes P.
11. Q. B. takes P.	P. takes Kt.	24. Q. tks Kt. P., ch.	K. takes Kt.
12. Q. takes P.	B. takes Q. P. (*a*)	25. Q. mates.	
13. Castles	Q. to K. B. 3d		

Notes.

(*a*) This is very hazardous.

(*b*) White plays the high game, but we doubt the soundness of the present sacrifice.

(*c*) K. to Kt. 2d appears less disadvantageous.

(*d*) This must be fatal, as it leaves the poor King completely at the mercy of his foes.

SOLUTIONS TO PROBLEMS IN No. 35 (incorrectly printed No. 36.)

No. 137.

White.	*Black.*
1. Q. to Q. 5th, ch.	K. to R. 7th
2. Q. to K. R. 5th, ch.	K. to Kt. 6th
3. P. to Q. 4th	K. to B. 5th
4. K. to B. 2d	K. to K. 5th
5. Q. to K. B. 3d, ch.	K. takes P.
6. Q. to K. 3d	

Mate.

No. 138.

White.	*Black.*
1. Q. to K. 6th	P. takes Q. (best)
2. R. to R. 8th, ch.	K. to Q. 2d
3. P. takes P.	

Mate.

No. 139.

White.	*Black.*
1. Q. to Q. B. 8th, ch.	K. to R. 2d (best)
2. B. to Q. Kt. 6th, ch.	K. takes B.
3. Q. to Q. B. 5th, ch.	K. takes Q.
4. Knight	

Mates.

No. 140.

White.	*Black.*
1. Q. to Q. R. 7th, ch.	B. takes Q.
2. K. to K. 5th, dis. ch.	K. to Kt. 4th
3. Kt. to Q. B. 7th, ch.	K. to B. 5th
4. Kt. to Q. Kt. 2d, ch.	K. to B. 6th
5. B. to Q. 4th, ch.	B. takes B.

Mate.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 31 & 32. (See p. 291.)

No. 31.

White.	*Black.*
1. Q. takes K. R. P., ch.	K. takes Q.
2. K. to B. 5th	R. to Kt. 6th
3. K. R. to R. 6th	

Mate.

No. 32.

White.	*Black.*
1. R. to K. B. 3d	P. Queens
2. Kt. to K. 7th, ch.	K. to Kt. 2d
3. B. to Q. 4th, ch.	K. to R. 2d
4. R. to B. 7th	

Mate.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 308.)

SECOND GAME.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	P. takes P.
4. K. B. to Q. B. 4th	K. B., checks
5. Q. B. P. 1	P. takes P.
6. Castles	Q. P. 1

M. Kieseritzkij, well known as one of the strongest players of the present day, thinks that Black, instead of playing Q. P. 1 sq., ought to bring out his K. Kt. to B 3d, and then play as follows:—

	K. Kt. to B. 3d
Q. R. P. 1	K. B. to Q. 3d
Q. Kt. takes P.	K. B. to K. 4th

In this position, he proves by several variations that Black has the better game. It however appears to me, that White, by taking B. with Kt. and afterwards playing K. B. to Q. R. 2d., remains with a very dangerous attack for Black.

7. Q. R. P. 1	K. B. to Q. B. 4th
8. Q. Kt. P. 2	K. B. to Q. Kt. 3d
9. Q. to Q. Kt. 3d	Q. to K. B. 3d
10. Q. Kt. takes P.	Q. B. to K. 3d
11. Q. Kt. to Q. 5th	B. takes Kt.

By playing Q. Kt. to Q. 5th, you leave your Q. B. *en prise;* but Black cannot take it without losing his Queen.

12. P. takes B	Kt. to K. 4th

You can also take B. with B. (See Variation above.)

13. K B to Q Kt 5th ch	K. to B.
14. Kt. takes Kt.	Q. takes Kt.

In this situation, you have a good attack; and, although with a Pawn less, you have the better game.

Variation from White's 12th move.

White.	*Black.*
12. B. takes B.	K. Kt. to K. 2d
13. Q. B. to K. Kt 5th	Q. to K. Kt. 3d
14. Q. B. takes Kt.	K. takes B.
15. B. takes Kt.	P. takes B.
16. Q. to B. 4th	

You regain your Pawn, and remain with a much better position than that of your adversary.

Forty-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. P. 2	P. takes P.
4. K. B. to Q. B 4th	Q. to K. B. 3d

Q. to K. B. 3d is a good defensive move. This move has been pointed out by the Anonymous Modenese.

Mc Donnell adopted this defence successfully in several games he played against Labourdonnais.

5. Castles	Q. P. 1
6. Q. B. P. 1	P. to Q. 6th

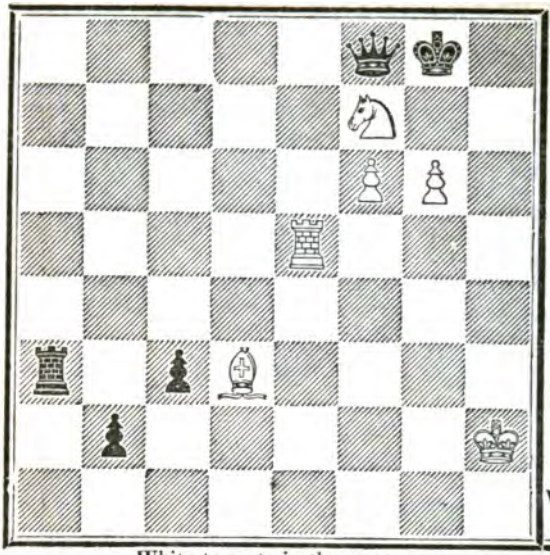
Black pushes on this Pawn to prevent your Q. Kt. from coming out, and also to hinder you from establishing your Pawns in the centre.

7. Q. takes P.	Q. to K. Kt. 3d
8. Q. B. to K. B 4th	K. B. to K. 2d
9. Q. Kt. to Q. 2d	K. Kt. to R. 3d
10. Q. R. to K.	Castles

This is the commencement of a game played between Mc Donnell and Labourdonnais; a game eventually drawn; but in this situation, I prefer Black's game.

End of Sixteenth Lesson.

PROBLEM No. 33.



White to mate in three moves.

PROBLEM No. 34.

White.

K. on K. B. 7th
R. on Q. Kt. 8th
B. on Q. 4th
Knights on K. 6th, and Q. 5th.

Black.

K. on Q. R. 3d
Q. on K. 7th
Kt. on Q. R.
B. on Q. R. 7th
Pawns on Q. R. 4th, and Q. 3d.

White to mate in 4 moves.

SEVENTEENTH LESSON.

Second Section.—K. Kt.'s Game.

Forty-sixth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. B. P. 1	K. B. P. 2

Your move of Q. B. P. 1 is not well played.* We have before remarked that the best move is K. B. to Q. B. 4th.

Black, by pushing on his K. B. Pawn, establishes an attack. It is the best move he can make.

These two openings are given by Lewis, in his Second Series of Lessons, p. 151. We will make only some remarks necessary to render several moves more intelligible.

4. P. takes P	Q. P. 1.

Had Black played the Q. Pawn two squares, you should move your K. B. to Q. Kt. 5th, and your game would have been superior to his.

5. K. Kt. P. 2	K. R. P. 2

You could support the Pawn also, by playing K. B. to Q. 3d. In that case, Black, by playing K. Kt. to R. 3d, would soon have been able to regain the Pawn, remaining with a good position.

6. K. Kt. to Kt.	P. takes P.
7. Q. takes P.	Q. Kt. to K. 2d
8. K. B. to Q. 3d	K. Kt. to R. 3d
9. Q. to K. R 5th, ch	K. Kt. to B. 2d
10. Q. to K. Kt. 4th	K. Kt. P. 1.

Black will regain his Pawn, and his position will be much better than yours.

---

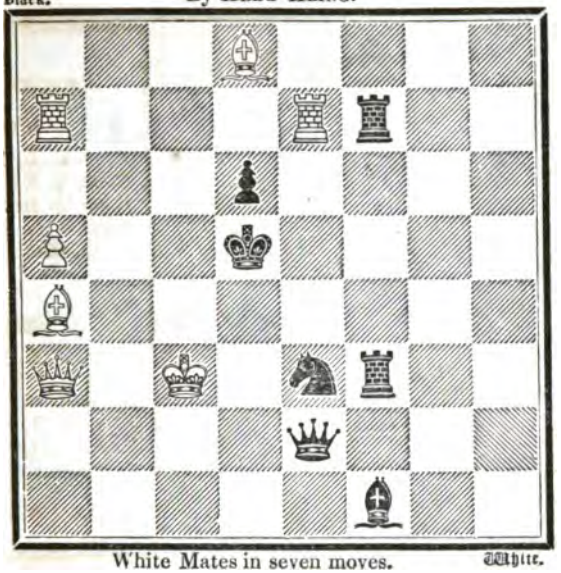
* In this opinion we cannot agree ; subsequent analyses having proved that this move may be played with safety. The Variations arising from this mode of play are as full of interest as a Gambit Opening. (See "Chess Player's Handbook," page 182, &c. &c.)

C. K.

PROBLEM No. 157.

By Herr Kling.

Black.



White Mates in seven moves. White.

PROBLEM No. 158.

By H. J. C. Andrews.

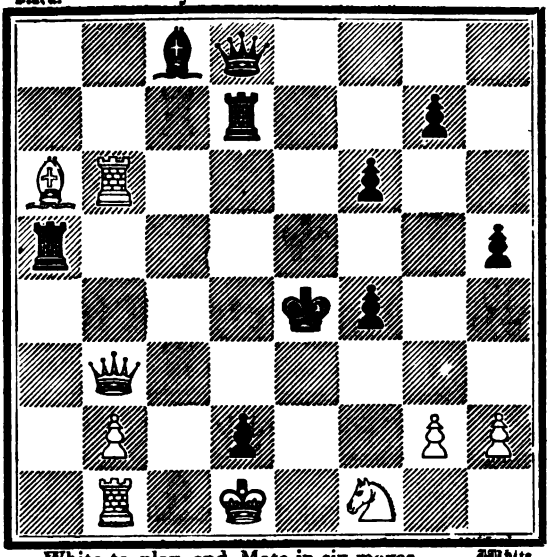
Black.

White moving first, to checkmate in six moves. White.

PROBLEM No. 159.

By A. LICHTENSTEIN.

Black.



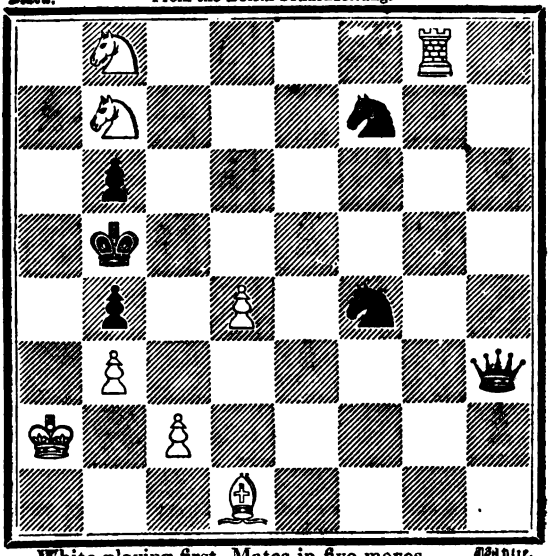
White to play, and Mate in six moves. White.

PROBLEM No. 160.

By HERR SVANBERG.

From the Berlin Schachzeitung.

Black.



White playing first, Mates in five moves. White.

THE

Chess Player's Chronicle.

No. 41. NEW SERIES. | SATURDAY, OCTOBER 9, 1847. | PRICE THREEPENCE.

CHESS IN FRANCE.

Game played between Messrs. KIESERITSKI and SCHULTEN, of New York.

White. (Mr. S.)	*Black.* (Mr. K.)	*White.* (Mr. S.)	*Black.* (Mr. K.)
1. K. P. 2	K. P. 2	22. Q. Kt. tks. B.	P. takes Kt.
2. K. B. P. 2	P. takes P.	23. P. to Q. B. 4th	K. Kt. to K. 2d
3. K. Kt. to B. 3d	K. Kt. P. 2	24. K. to Kt. 2d	Q. Kt. to K. 4th (*b*
4. K. R. P. 2	P. to K. Kt. 5th	25. Q. P. takes Kt.	R. takes B.
5. K. Kt. to K. 5th	Q. P. 1	26. Q. B. to K Kt. 5th	K. Kt. to K. B. 4th
6. Kt. takes Kt. P.	K. B. to K. 2d	27. Q. R. to Q. sq.	R. takes R.
7. K. B. to Q. B. 4th	K. B. tks. R. P., ch.	28. K. R. takes R.	K. R. to Kt. sq.
8. K. to B. sq.	K. R. P. 2	29. Q. B. to K. B. 4th	K. Kt. to R. 4th, ch
9. K. Kt. to K. B. 2d	Q. to K. Kt. 4th	30. K. to B. sq.	Q. Kt. P. 1 (*c*)
10. K. Kt. to R. 3d	Q. to K. Kt. 6th	31. K. to K. 2d	K. Kt. to Kt. 7th
11. Q. to K. 2d	Q. B. to K. Kt. 5th (*a*)	32. B. takes P.	R. takes B.
12. Q. to K. B. 2d	Q. B. takes Kt.	33. K. takes P.	R. to K. Kt. 3d
13. Q. takes Q.	B. takes Q.	34. R. to K. Kt. sq.	Kt. to K. B. 5th
14. P. takes B.	K. Kt. to B. 3d	35. R. to K. R. sq.	Kt. to Q. 6th, ch.
15. Q. Kt. to B. 3d	P. to K. R 5th	36. K. to B. 3d	Kt. takes Kt. P.
16. P. to Q. 4th	Q. Kt. to Q. 2d	37. P. to K. R. 4th	Kt. takes B. P.
17. K. B. to Q. 3d	Castles with Q. R.	38. P. to K. R. 5th	Kt. takes P., ch.
18. Q. Kt. to K. 2d	P. to K. B. 6th	39. K. to K. 4th	R. to K. 3d
19. Q. Kt. to K. Kt. sq.	P. to K. B. 7th	40. P. to K. R. 6th	Kt. to Kt. 3d, ch.
20. Q. Kt. to K. 2d	P. to Q. 4th	41. K. to B. 5th	K. to Q. 2d
21. K. P. tks. Q. P.	Kt. takes P.	42. P. to K. R. 7th	Kt. to R. sq.

White resigns.

Notes.

(*a*) Mr. K. would seem to have overlooked a very summary method of dispatching his opponent, by simply playing here, (11) P. to K. B. 6th.

(*b*) This is the proper play, and enables Black to preserve his advanced Pawn.

(*c*) Kt. to K. B.'s 6th appears tolerably efficacious at this stage.

CHESS OF OLD, IN THE WESTMINSTER CHESS CLUB.

Game between Mr. Slous and Mr. G. Walker.

White. (Mr. S.)	*Black.* (Mr. W.)	*White.* (Mr. S.)	*Black.* (Mr. W.)
1. K. P. 2	K. P. 2	19. B. takes Kt.	Q. takes B.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	20. K. R. P. 1	Q. R. to K. R. sq.
3. Q. P. 2	Kt. takes P.	21. K. R. to K. 3d	R. to R. 5th
4. Kt. takes P.	Kt. to K. 3d	22. K. B. P. 1	Kt. P. takes P.
5. K. B. to Q. B. 4th	Q. B. P. 1	23. Q. to Q. B. 7th, ch.	K. to Kt. 3d
6. Castles	K. Kt. to B. 3d	24. Q. R. to K. sq.	B. to B. sq.
7. K. B. P. 2 (*a*)	B. ch.	25. Kt. to Kt. 5th	K. B. P. 1
8. K. to R. sq.	Kt. takes K. P.	26. R. to K. B. 3d	Q. to K. B. 4th (*c*
9. B. takes Kt.	B. P. takes B.	27. Kt. to Q. 6th	R. takes P., ch.
10. Q. to R. 5th, ch.	K. Kt. P. 1	28. R. takes R.	R. takes R., ch.
11. Kt. takes Kt. P.	Kt. to K. B. 3d	29. K. to Kt. sq. (*d*)	Q. to K. B. 3d
12. Q. takes B.	P. takes Kt.	30. P. takes R	B. to R. 3d
13. Q. to K. Kt. 5th	K. to B. 2d	31. K. to R. 2d	K. to R. 3d
14. Kt. to B. 3d	R. to K. R. 4th	32. Kt. to K. 8th	Q. to K. B. 4th
15. Q. to K. Kt. 3d	Q. P. 2	33. Q. to K. Kt. 7th, ch	K. to R. 4th
16. B. to K. 3d	Q. Kt. P. 1	34. Kt. ch.	K. to R. 5th
17. B. to Q. 4th	B. to Q. R. 3d	35. Q. to K. R. 6th	Q. covers
18. K. R. to K. sq.	Q. B. P. 1	36. Q. takes Q.	

Mate.

Notes.

(*a*) A fine attack was now to be obtained by taking the K. B. P. with the Kt. and then Q. Kt. with K. B.

(*b*) Well played. By the sacrifice of this Pawn, White recovers the attack again.

(*c*) At first view, the accumulation of force on the White King's side seems to promise at least a drawn game; but White's subsequent play shews clearly that he had well examined the results, and was prepared without fear to abide them.

(*d*) This is the move that renders nugatory all Black's combination.

CHESS IN BRIGHTON.

Game in a match pending between Capt. Kennedy and Mr. Weil; Capt. K. betting the odds of three to two upon each game.*

Black. (Mr. W.)	*White.* (Capt. K.)	*Black.* (Mr. W.)	*White.* (Capt. K.)
1. K. P. 2	K. P. 2	18. K. P. takes P.	P. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	19. P. takes P.	K. Kt. takes P.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	20. Q. Kt. to Q. B. 4th	P. to Q. Kt. 4th
4. Q. B. P. 1	K. Kt. to B. 3d	21. Q. Kt. tks. K. P.	K. Kt. to K. 6th
5. Q. P. 1	Q. P. 1	22. Q. to Q. 2d	Kt. takes K. R.
6. K. R. P. 1	K. R. P. 1	23. K. takes Kt.	Kt. to Q. Kt. 6th
7. Castles	Q. B. to K. 3d	24. Q. to Q. Kt. 4th	Kt. takes R.
8. K. B. to Q. Kt. 3d (*a*	Q. to Q. 2d	25. Q. tks. dbld. P., ch.	K. to K. B. sq.
9. Q. B. to K. 3d	K. B. to Q. Kt. 3d	26. Kt. to Q. 7th, ch.	K. to K. 2d
10. Q. Kt. to Q. 2d	K. Kt. P. 2 (*b*)	27. Kt. to Q. B. 5th	Q. to Q. B. 3d
11. K. Kt. to K. R. 2d	K. R. to K. Kt. sq.	28. Q. to Q. Kt. 4th	Kt. to Q. B. 2d
12. Q. B. takes B.	Q. R. P. takes B.	29. Q. to Q. B. 3d	Kt. to K. 6th, ch.
13. K. B. P. 1	K. R. P. 1	30. K. to K. 2d	Kt. to Q. 4th
14. B. takes B.	Q. takes B.	31. Q. to K. 5th, ch.	K. to Q. sq.
15. Q. to Q. Kt. 3d	Q. P. 1	32. Kt. to K. 4th	Kt. to K. B. 5th, ch.
16. Q. B. P. 1 (*c*)	Q. Kt. to Q. 5th	33. K. to Q. sq.	Q. to Q. B. 8th, ch.
17. Q. to Q. sq.	Q. B. P. 1		

And Black surrendered.

[*Notes.*

Notes.

(*a*) Black would certainly have done better in taking B. with B., and then playing Kt. to K. R. 4th.

(*b*) Commencing a formidable and well-conducted attack.

(*c*) An imprudent step to allow the adverse Q.'s Kt. such an opening into the game.

** When there is a disparity of force sufficient to allow of the heavy odds of three to two being staked on the result of each *partie* of a match, we are of opinion that more interesting games are obtained by the superior player granting odds in *kind*,—such as perhaps P. and move.

CHESS IN THE METROPOLIS.

The two following Games are from the fine series played a few months since between Mr. HARRWITZ and his able competitor, Mr. S——s, of the London Chess Club.

White. (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K.B. to Q.Kt.5th	K. Kt. to B. 3d
4. Q. Kt. to B. 3d	K. B. to Q. B. 4th
5. Castles	Q. to K. 2d
6. Q. P. 1	Q. Kt. to Q. 5th
7. Q.B. to K.Kt.5th	Q. B. P. 1
8. K. B. to Q. B.4th	K. R. P. 1
9. Q. B. to K.R.4th	Q. P. 1
10. K. R. P. 1.	K. Kt. P. 2
11. Q. B. to K.Kt.3d	Kt. takes Kt., ch.
12. P. takes Kt. (*a*)	Q. B. takes R. P.
13. R. to K. sq.	K. Kt. to R. 4th
14. K. to R. 2d	Q. B. home
15. K. R. to K. R. sq.	K. Kt. to K. B. 5th
16. Q. B. tks. Kt.	Kt. P. tks. B.
17. K. to Kt. sq.	R. to Kt. sq., ch.
18. K. to B. sq.	Q. to K. Kt. 4th
19. K. to K. 2d (*b*)	K. B. takes P. (*c*)
20. Q. to K. B. sq.	K. B. to Q. B. 4th
21. Q. R. to K. sq.	Q. Kt. P. 2
22. K. B. to Q. Kt.3d	Q. R. P. 2
23. Q. R. P. 2	Q. Kt. P. 1
24. Q. Kt. to Kt. sq.	Q. P. 1
25. K. P. tks. Q. P.	K. P. 1
26. P. tks. Q. B. P.	K.P.tks.K.B.P.,ch.
27. K. to Q., dis. ch.	K. B. to K. 6th
28. Q. Kt. to Q. 2d.	P. to K. B. 7th
29. Q. takes P.	QBtoK.Kt.5th,ch.
30. K. to Q. B. sq.	Castles Q. R.
31. Q. to K. R. 2d	P. to K. B. 6th
32. K.B.to Q. B. 4th	B. takes Kt., ch.
33. Q. takes B.	R. to K. sq.
34. R. takes R.	R. takes R.
35. Q. takes Q.	P. takes Q.
36. P. to Q. 4th	R. to K. 2d
37. P. to Q. 5th	P. to K. B. 7th
38. K. to Q. 2d	R. to K. 8th
39. R. takes R.	P. takes R. and Queens, ch.
40. K. takes Q.	K. to Q. B. 2d
41. K. to B. 2d	P. to K. B. 4th
42. K. B to K. 2d	B. takes B.
43. K. takes B.	K. to Q. 3d
44. K. to B. 3d	K. to Q. B. 2d
45. P. to Q. B. 4th	P. takes P. *en pas.*
46. P. takes P.	K. to Q. 3d
47. P. to Q. B. 4th	K. to Q. B. 2d
48. P. to Q. B. 5th	K. to Q. B. sq.
49. P. to Q. 6th	K. to Q. sq.
50. P. to B. 7th, ch.	K. to Q. 2d
51. P. to B. 6th, ch.	K. to Q. B. sq.
52. K. to Kt. 3d	P. to K. Kt. 5th
53. K. to B. 4th	P. to K. Kt. 6th
54. K. takes P.	P. checks
55. K. to B. 2d	P. to K. B. 6th
56. P. to Q. 7th, ch.	

Black resigns.

Notes.

(*a*) Taking with the Q. would have involved, at the very least, the loss of a Pawn to White.

(*b*) White has cleverly managed to escape the dangers which environed him, and his position is now apparently but little inferior to that of his antagonist.

(*c*) This is well thought of, and gains a Pawn neatly enough.

Between the same Players.

White. (Mr. H.)	*Black.* (Mr. S.)	*White.* (Mr. H.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	24. R. takes B.	K. B. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	25. K. R. P. 2	K. P. 1
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	26. P. takes Kt.	P. takes B.
4. Q. Kt. P. 2	B. takes Kt. P.	27. Q. takes P.	R. to Q. sq.
5. Q. B. P. 1	B. to R. 4th	28. Q. to Q. B. 4th, ch.	K. to R. sq.
6. Castles	K. Kt. to B. 3d	29. Q. to K. R. 4th	K. Kt. P. 1
7. Q. P. 2. sq.	Castles	30. R. to K. sq.	Q. to Q. 3d
8. P. takes P.	Kt. takes K. P.	31. Kt. to Q. 4th	B. takes Kt.
9. Q. to Q. 3d	Kt. to Q. B. 4th	32. P. takes B.	R. to K. B. (*d*)
10. Q. to Q. 5th (*a*)	Kt. to K. 3d	33. R. to K. 5th	K. B. P. 1.
11. Q. B. to R. 3d	R. to K. sq.	34. P. takes P.	Q. takes Q. P.
12. K. Kt. P. 1.	B. to Q. Kt. 3d	35. R. to K. 7th	K. R. P. 2
13. Q. Kt. to Q. 2d	Q. Kt. to K. 2d	36. P. takes P. *en passant* (*e*)	Q. takes P.
14. Q. to K. 4th	R. to K. B. sq.	37. Q. takes Q.	R. takes Q.
15. B. to Q. 2d	Kt. to K. Kt. 3d (*b*)	38. R. takes P.	R. to Q. R. 5th
16. B. takes R.	Q. takes B.	39. R. to K. Kt. 7th	R. takes P.
17. Q. Kt. to Kt. 3d	Q. P. 1	40. R. takes P.	K. to R. 2d
18. K. to Kt. 2d	Q. B. to Q. 2d	41. R. to Q. B. 6th	Q. R. P. 2 sq.
19. Q. takes Q. Kt P.	Kt. takes P.	42. K. to Kt. 2d	P. 1.
20. Kt. takes Kt.	P. takes Kt.	43. R. to Q. R. 6th	P. 1.
21. Q. to K. 4th (*c*)	Kt. to K. Kt. 4th	44. K to B. 3d	R. to R. 8th
22. Q. to K. 2d	B. to K. R. 6th, ch.	45. K. to B. 4th	Q. R. P. 1.
23. K. to Kt. sq.	B. takes R.		

The Game was drawn.

Notes.

(*a*) The opening of these fine games are all full of instruction to the rising player.

(*b*) Probably the best course. Had he played K. Kt. P. 1, White in a few moves would have got a fearful attack.

(*c*) An error surely: better rather Q. 5th

(*d*) Taking the P. would have been imprudent on account of the attack White would have gained by checking at K. 8th, and K. 7th afterwards.

(*e*) Q. to K. R. 3d would have prevented Black from safely taking the K. B. P. either with Q. or R., and would in other respects, we think, have been preferable to exchanging the Pawns.

NOTICES TO CORRESPONDENTS.

"A. D. G."—The sporting paper in question has not come in our way for many weeks; we are quite ignorant, therefore, of the games mentioned having appeared therein.

"S. B., Hull."—We shall gladly avail ourselves of the most striking materials contained in your recent budget.

"J. W. T."—The leading feature in M. Kieseritzkij's Notation—namely, that of having pieces shaped to indicate their peculiar movements—is not original. We find the same plan suggested in a little work on Chess Notation, published in England in 1842—three or four years before the appearance of Mr K.'s interesting "Cinquante Parties."

"Secretary."—The second match between Captain Kennedy and his brilliant competitor, after reaching to the second game only, has been postponed *sine die*. We have already given the most interesting games in the previous match.

We have again the pleasant duty to repeat, of acknowledging many valuable communications from old and new sources, by the aid of which we hope to add much to the interest of our "Chronicle" during the forthcoming Chess season.

CALVI'S ELEMENTARY LESSONS.

Continued from page 316.

Forty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. B. P. 1	K. B. P. 2
4. Q. P. 2 sq.	K. B. P. tks. P.
5. Kt. takes K. P.	K. Kt. to B. 3d
6. Q.B.toKKt 5th	K. B. to K. 2d

Had you taken the Kt. with Knight, he would have retaken Kt. with Q. Kt. Pawn, and would have had an excellent position.

7. K.B.toQ.Kt5th | Castles.

In this position, Black's game is as good as yours.

Forty-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. B. P. 1	K. B. P. 2
4. K.BtoQ.Kt.5th	P. takes P.
5. B. takes Kt.	Q. P. takes B.
6. Kt. takes K. P.	Q. to K. Kt. 4th

Black has evidently the better game.

Forty-ninth Opening.

In this and the seventeen following openings, we shall analyze a very interesting defensive move. Ruy Lopez is the first author who has given it, and it has been acknowledged as a good defence by Philidor, Ponziani, and several contemporary authors. We intend naming the authors in chronological order, and making our remarks on their several moves.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1

Queen's Pawn one square, constitutes the defence by Ruy Lopez. (See Lopez, p. 155, &c.) We do not approve of this move, for the reason that it confines the range for some time of the King's Bishop.

3. Q. B. P. 1 | Q. B. P. 1

Your move is too weak. It would have been better to have moved the Q. P. 2 squares.

Black's reply is well played, because this Pawn will support the Queen's Pawn, which will have to be moved to free the K. B.

4. K.B.toQ.B.4th | Q. P. 1

You lose a move by playing your K. B. to Q. B. 4th.

5. P. takes P.	P. takes P.
6. KBtoQKt5thch	Q. B. to Q. 2d
7. B. takes B.	Kt. takes B.

Instead of taking B. with B., you should move your Queen to Q. Kt. 3d (See Variation.)

8. Q. to Q. Kt. 3d	K. P. 1
9. K. Kt. to Q 4th	Q. Kt. to Q. B. 4th
10. QtoQ Kt5th,ch	Q. to Q. 2d
11. Q. takes Q.	K. takes Q.

In this position, Black's game is to be preferred.

Variation from Black's seventh move.

7. Q. to Q. Kt. 3d	B. takes B.
8. Q. takes B., ch.	Q. to Q. 2d
9. Q. to K. 2d	K. B. P. 1

If, instead of withdrawing the Queen, you had exchanged Queens, he would have been left with two Pawns well placed in the centre.

Black could push on his King's Pawn, without compromising his game. Had he moved his K. P. 1 sq., you, by playing as follows, would have the better game:—

K. Kt. to K. 5th | *Q. to Q. R. 5th*

He could play the Queen to any other square, without losing at least a Pawn.

Q. B. P 1	*K. B. to Q. 3d*
Q. Kt. to B. 3d	*Q. to R. 3d*
Q. P. 2	

&c. &c.

10. Q. P. 1	K. B. to Q. 3d

Black's position is better than yours.

Fiftieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K.B.toQ.B. 4th	Q. B. to K. 3d
4. B. takes B.	P. takes B.
5. Q. B. P. 1	Q. Kt. to B. 3d
6. Q. to Q. Kt. 3d	Q. to Q. B.
7. K. Kt. toKt.5th	Q. Kt. to Q.

In this position, says Ruy Lopez, Black's game is good; White's attack being exhausted.

Fifty-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B.toQ.B.4th	K. B. P. 2
4. B. takes Kt.	R. takes B.

Black, instead of taking Bishop, could also take Pawn with Pawn, viz.:—

	P takes P.
B. to Q. 5th	P. takes Kt.
Q. takes P.	

You can afterwards take Q. Kt. P., and win.

5. P. takes P.	B. takes P.
6. Q. B. P. 1	Q. to Q. B.

Ruy Lopez, instead of playing Q. to Q. B., brings out the K. B. to K. 2d, and afterwards Castles on the Queen's side, according to the rules of the Spanish Game. We deem it, therefore, correct to substitute the moves above indicated for the finish of an Opening by Gustavus Selenus.

7. K. Kt. to R. 4th	Q. B. to K. Kt.5th
8. Q. to Q. Kt. 3d	Q. B. to K. 3d

In this position, Black has a good game.

Fifty-second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K.B.toQ.B. 4th	Q. B. to K. Kt.5th

Greco, without commenting on the Opening of the second player, gives three games in which he makes White win; but, in each of these games, he directs Black at the third move, to play out his Q. B. to K. Kt. 5th; seemingly, wishing merely to prove that if White play his K. B. to Q. B. 4th, Black cannot reply with Q. B. to K. Kt. 5th without exposing him to the loss of the game. The reader will be enabled to judge for himself, as we are about to explain it. (Calabrois, p. 68, &c.)

4. K. R. P. 1	Q. B. to K. R. 4th

He could also take the Kt. (See the next Opening.)

5. Q. B. P. 1	K. Kt. to B. 3d
6. Q. P. 1	K. B. to K. 2d
7. Q. B. to K. 3d	Castles

Black, by Castling, loses the game.

8. K. Kt. P. 2	Q. B. to K. Kt. 3d
9. K. Kt. to R.4th	Q. B. P. 1
10. Kt. takes B.	R. P. takes Kt.
11. K. R. P. 1.	Q. Kt. P. 2

Instead of playing Q. Kt. P. 2, it would have been much better to play Q. P. 1 sq.

12. K.B.to.Q.Kt 3d	Q. R. P. 2
13. Q. R. P. 2	Q. Kt. P. 1
14. K. R. P. 1	P. takes K. R. P.
15 K. Kt. P. 1	K. Kt. to his 5th
16. K. R. takes P.	K. Kt. takes B.

White Mates in a few more moves.

Fifty-third Opening.

White.	*Black.*
1 K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K.B.toQ.B.4th	Q. B. to K. Kt.5th
4. K. R. P. 1	B. takes Kt.
5. Q. takes B.	Q. to K. B. 3d

Instead of this move, Black could also bring out his K. Kt. to B. 3d; but even this would give him a bad game, *e. g.*—

	K. Kt. to B. 3d
Q. to Q. Kt. 3d	*Kt. takes K. P.*
K. B.takesK.B.P.,ch	*K. to Q. 2d*
Q. takes Q. Kt. P.	
&c.	*&c.*

PROBLEM No. 161.

By Herr Kling.

Black.

White Mates in nine moves. White.

PROBLEM No. 162.

By H. J. C. Andrews.

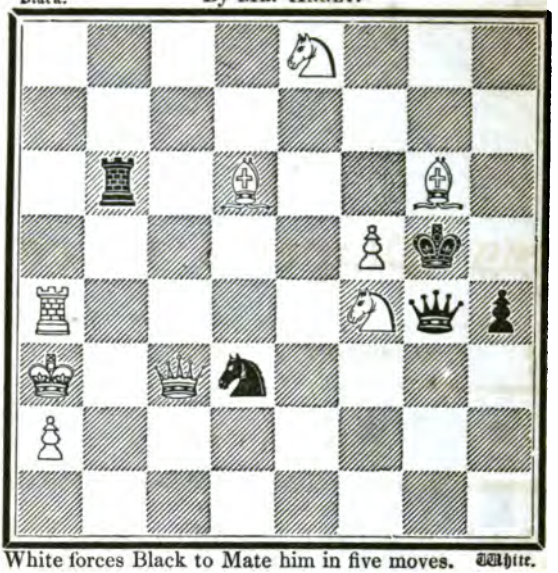
Black.

White moving first, to checkmate in five moves. White.

PROBLEM No. 163.

By Mr. Annet.

Black.



White forces Black to Mate him in five moves. White.

PROBLEM No. 164.

By Mr. Woodward.

Black.

White compels Black to give checkmate in 7 moves. White.

THE

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CHESS IN PARIS.

Two interesting Games, played last year, between M. KIESERITSKI and a distinguished English Amateur.

White. (Mr. —.)	*Black.* (Mr. K.)	*White.* (Mr. —.)	*Black.* (Mr. K.)
1. K. P. 2	K. P. 2	15. Q. R. to K. sq.	Castles
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. Kt. to K. Kt. 5th (*a*)	Kt. takes Kt.
3. Q. P. 2	P. takes P.	17. B. takes Kt.	Q. R. to K. sq.
4. K. B. to Q. B. 4th	K. B. checks	18. B. to K. B. 6th	K. to Q. 2d
5. Q. B. P. 1	P. takes P.	19. K. Kt. P. 2	Q. R. P. 2
6. Castles	K. Kt. to B. 3d	20. K. to Kt. 2d (*b*)	R. takes R.
7. K. P. 1	Q. P. 2	21. R. takes R.	Q. Kt. P. 2
8. P. takes Kt.	P. takes B.	22. R. to K. 3d	Q. B. P. 2
9. Q. takes Q., ch.	Kt. takes Q.	23. R. to K. R. 3d	K. to K. 3d
10. P. tks. K. Kt. P.	R. to K. Kt. sq.	24. K. Kt. P. 1	K. to B. 4th
11. Q. Kt. P. takes P.	B. to Q. 3d	25. R. takes P.	Q. Kt P. 1
12. B. to K. R. 6th	Q. B. to K. Kt. 5th	26. R. to K. R. 8th	Q. Kt. P. 1
13. Q. Kt. to Q. 2d	B. takes Kt.	27. P. takes P.	P. takes P.
14. Kt. takes B.	Kt. to K. 3d	28. R. takes R. (*c*)	Q. Kt. P. 1

White resigned.

Notes.

(*a*) This opening is very judiciously carried on by the first player.

(*b*) A little like lost time, though it has a meaning.

(*c*) Q. B. P. 1 would have won the game directly.

(*d*) A remarkable termination, the winning player surrendering the victory! Annoyed at not having advanced his Q. B. P. to stop the onward march of Black's Pawn, White hastily gave up the game at the moment it was within his grasp. He had simply to play R. to Q. Kt. 8th, and he must have won without difficulty, because Black, as his best move, would have taken the Rook, and on White's making a Queen, dared not promote his Q. Kt. P., on account of the threatened check at his K. R. 2d.

Between the same opponents.

Black. (Mr. K.)	*White.* (Mr. —)	*Black.* (Mr. K.)	*White.* (Mr. —)
1. K. P. 2.	K. P. 2.	19. Q. B. to R. 3d	K. to K. 3d
2. K. B. to Q. B. 4th	K. Kt. to B. 3d	20. B. takes Kt.	B. takes B.
3. Q. P. 2.	K. Kt. takes K. P.	21. K. to Kt. 2d	Q. R. to Q. sq.
4. Q. P. takes P.	K. B. to Q. B. 4th	22. Kt. to Q. B. 3d	B. to Q. 5th
5. Q. to her 5th	B. tks. K. B. P., ch.	23. K. R. to K. B. sq.	Q. B. to K. R. 6th
6. K. to his 2d	Q. to K. R. 5th	24. R. takes R.	R. takes R.
7. Q. tks. K. B. P., ch.	K. to Q. sq.	25. R. to Q. sq.	K. takes P.
8. K. Kt. P. 1. (*a*)	Q. to K. 2d	26. B. to Q. 3d	Q. Kt. P. 2 (*c*)
9. Q. takes Q., ch.	K. takes Q.	27. Q. Kt. P. 1.	Q. B. P. 1
10. K. Kt. to R. 3d	K. R. to B. sq.	28. Q. R. P. 1.	Q. R. P. 2.
11. K. Kt. to Kt. 5th	Q. P. 2.	29. B. tks Q. Kt. P.	P. takes P.
12. B. takes Q. P.	Q B. to K. Kt. 5th, ch.	30. P. takes P.	P. takes P.
13. K. to Q. 3d	Kt. to Q. B. 4th, ch.	31. R. takes B. (*d*)	K. takes R.
14. K. to Q. B. 3d	Q. B. P. 1.	32. Kt. to K. 2d, ch.	K. to B. 4th
15. B. to K. Kt. 2d	K. R. P. 1.	33. B. to Q. R. 4th	R. to B. 7th
16. Kt. to K. 4th	Kt. takes Kt., ch.	34. Kt. to K. B. 4th	B. to K. B. 4th
17. B. takes Kt.	Q. Kt. to Q. 2d (*b*)	35. R. P. 1.	K. Kt. P. 2.
18. Q. Kt. P. 1.	Kt. to B. 4th	36. Kt. to K. R. 5th	B. takes K. R. P.

And Black shortly resigned.

Notes.

(*a*) K. Kt. to B. 3d seems preferable.

(*b*) B. to K. B. 6th, to compel the exchange of Bishops and force the Black afterwards to a more disadvantageous post, would have been better we believe.

(*c*) The timely advances of these Pawns win White the game.

(*d*) Clearly his only chance to save a Piece.

CONSULTATION GAMES,

Played last Summer, between Messrs. JOHN RHODES and CADMAN, consulting, against M. ST. AMANT.

White. (The Allies.)	*Black.* (M. St. A.)	*White.* (The Allies.)	*Black.* (M. St. A.)
1. K. P. 2	K. P. 2	15. R. to K. sq., ch.	K. to B. sq.
2. K. Kt. to B. 3d	K. B. P. 2	16. Q. B. to K. Kt. 5th	Q. Kt. to R. 3d
3. Q. Kt. to B. 3d	K. B. to Q. Kt. 5th (*a*	17. K. B. to Q. B. 4th (*f*	Q. P. 2
4. Q. Kt. to Q. 5th	K. B. to Q. 3d (*b*)	18. K. B. takes Q. Kt.	R. takes B.
5. P. takes P.	Q. B. P. 1	19. Kt. to K. 6th, ch.	B. takes Kt.
6. Q. Kt. to K. 3d	K. B. to Q. B. 2d	20. R. takes B.	B. to Q. sq.
7. Q. B. P. 1	K. P. 1	21. Q. R. to K. sq.	K. R. P. 1
8. K. Kt. to Q. 4th	Q. to K. B. 3d (*c*)	22. Kt. to K. 3d	R. to K. Kt. sq.
9. Q. P. 1	P. takes P.	23. Kt. to K. Kt. 4th	Q. B. P. 1
10. K. B. takes P.	Kt. to K. R. 3d	24. B. takes Kt.	B. takes B.
11. Q. to K. R. 5th, ch.	Q. to K. B. 2d	25. Kt. takes B.	P. takes Kt.
12. Q. to K. R. 4th	Q. R. P. 2	26. K. R. to K. 8th, ch.	K. to Kt. 2d
13. Q. Kt. to Q. B. 2d (*d*	K. Kt. to his sq.	27. K. R. to K. 7th	
14. Castles (*e*)	K. Kt. to B. 3d		

Black resigns.

[*Notes.*

Notes.

(*a*) M. St. Amant very properly decries this move, which answers no purpose except to assist his adversaries in the development of their game.

(*b*) Black's previous error compels him to take up this disadvantageous station with the Bishop.

(*c*) K. Kt. to B. 3d seems much preferable.

(*d*) This retreat, to open the range of the Q. B. on Black's badly posted Knight, is well conceived.

(*e*) White have now an irresistible game.

(*f*) Some pretty positions arise from White's sacrificing their K. Kt. at this point, although we think the course actually adopted by them was safer. Let us suppose:

17. Kt. to K. 6th, ch. P. takes Kt. | 18. P. takes P. Q. B. takes P.

If Q. to K. 2d, White answers with Kt. to Q. 4th, and nothing can withstand their attack.

19. B. takes K. Kt. P. takes B.

If Q. takes B., then Q. takes Q., followed by R. takes B., and White ought to win.

20. R. takes B. Q. takes R. | 21. B. to Q. B. 4th

and it is easy to see that Black's game is no longer tenable.

Between the same Players.

White. (M. St. A.)	*Black.* (The Allies.)	*White.* (M. St. A.)	*Black.* (The Allies.)
1. K. P. 2	K. P. 2	18. Kt. to K. B. 6th, ch. (*c*)	P. takes Kt.
2. Q. P. 2	P. takes P.	19. Kt. takes Kt.	P. takes P.
3. K. B. to Q. B. 4th	K. Kt. to B. 3d (*a*	20. Q. to K. R. 6th	Q. to K. 2d
4. K. P. 1 (*b*)	Q. P. 2	21. Q. Kt. P. 1 (*d*)	P. takes P.
5. Q. takes P.	Q. Kt. to B. 3d	22. K. R. to his sq.	K. P. 1
6. B. to Q. Kt. 5th	Kt. to K. 5th	23. K. B. to K. R. 3d	Q. R. takes P.
7. Q. to Q. R. 4th	Q. B. to Q. 2d	24. R. takes R.	P. takes R.
8. K. Kt. to B. 3d	K. Kt. to Q. B. 4th	25. Kt. to K. B. 5th	Q. to B. sq.
9. Q. to K. B. 4th	K. Kt. to K. 3d	26. Q. to K. B. 6th	R. to Kt. sq.
10. Q. to her 2d	Q. Kt. to K. 2d	27. B. to K. R. 6th	Q. to Q. Kt. 5th (*e*
11. K. B. to Q. 3d	Q. B. to his 3d	28. B. to Q. 2d	Q. to her R. 6th
12. Castles	Q. Kt. to K. Kt. 3d	29. Kt. to K. R. 6th	R. to B. sq.
13. K. B. to K. B. 5th	K. B. to Q. B. 4th	30. B. takes Kt.	P. takes B.
14. Q. Kt. P. 2	K. B. to Q. Kt. 3d	31. Q. takes P., ch.	Q. to K. 2d
15. Q. R. P. 2	Q. R. P. 1	32. Q. to Q. B. 8th, ch.	Q. to Q. sq.
16. Q. Kt. to B. 3d	Q. P. 1	33. Q. to K. 6th, ch.	Q. to K. 2d
17. Q. Kt. to K. 4th	Q. Kt. to K. R. 5th		

Drawn game.

Notes.

(*a*) The move given as the best is K. B. to Q. Kt. 5th, ch.

(*b*) Q. takes P., or Q. B. to K. Kt. 5th, is better.

(*c*) Ingeniously played, but we cannot see that White improves his game by the sacrifice of this valuable centre Pawn.

(*d*) This again seems a needless expenditure of material.

(*e*) With so many well-placed Pawns, we should have given up the exchange, by playing R. to K. Kt. 3d.

CHESS INTELLIGENCE.

A highly respectable meeting of the principal Chess Players of Newcastle-upon-Tyne was held on Tuesday, the 5th inst., when it was resolved to form a Chess Club on a more enlarged and independent basis. The late Club was held at the Literary and Scientific Institution in that city, where it has had a prosperous existence of two years, chiefly owing, we believe, to the indefatigable exertions of its secretary, Mr. Arthur Robson. It was, however, found that the accommodation at the Institution was so limited, and the lovers of this noble game had so increased, that it was unanimously agreed to establish

"THE NORTHUMBERLAND CHESS CLUB."

Mr. Silas Angas, Messrs. Robson, Sheppard, Page, and other gentlemen, amounting to the number of forty, enrolled themselves as members, and there is every prospect of the Club becoming one of the best in the provinces. Mr. Sheppard, who occupied the chair on the occasion, proposed that the annual subscription should be fixed at a moderate sum, feeling convinced that the surest way to render Chess its proper homage, and elevate it to its due station, was to enable all classes to participate in the enjoyment of good play. Mr. Arthur Robson was re-elected secretary; and a committee was formed to take the necessary steps to open the campaign as early in November as possible. We have only to add that we heartily wish our northern friends every success.

SOLUTIONS TO PROBLEMS IN No. 36*.

No. 141.

White.	*Black.*
1. Q. to Q. 5th, ch.	K. to K. 6th
2. Q. to Q. B. 5th, ch.	K. to K. 5th (best)
3. R. to K. 5th, ch.	K. to Q. 6th
4. R. to Q. 5th, ch.	K. to K. 5th
5. R. to Q. 4th, ch.	K. to K. 6th
6. R. to Q. Kt. 4th, dis.ch.	K. to Q. 6th
7. Q. to Q. 4th, ch.	K. to Q. B. 7th
8. Q. to Q. 3d, ch.	Q. takes Q.

Mate.

No. 142.

White.	*Black.*
1. Q. to R. 8th, ch.	Kt. to Q. B. 3d
2. Kt. to Q. B. 7th, ch.	Kt. takes Kt.
3. Q. to K. Kt. 8th, ch.	Kt. to K. 3d
4. Q. to K. Kt. 2d, ch.	Q. takes Q.
5. Q. B. P. 2	

Mate.

No. 143.

White.	*Black.*
1. Q. to K. R. 8th, ch.	R. interposes
2. B. to K. B. 3d, ch.	Q. interposes
3. B. takes Q., ch.	K. takes B.
4. Q. to Q. B. 2d, ch.	K. takes P.
5. Q. to K. B. 3d, ch.	K. to K. Kt. 4th
6. Q. to K. B. 6th	

Mate.

No. 144.

White.	*Black.*
1. Q. to R. 8th, ch.	Kt. takes Q.
2. Kt. to R. 6th, ch.	K. to Q. R. 2d
3. Kt. to Q. B. 7th, dis. ch.	K. to Kt. 3d*
4. R. to R. 6th	

Mate.

* If K. to Kt., Rook mates at Q. R. 8th.

NOTICES TO CORRESPONDENTS.

"No Conjuror"—Is thanked for his obliging communication: the list of *errata* in work alluded to is highly acceptable. The solution sent is neat enough, but it involves an alteration in the problem, which detracts considerably from its ingenuity and beauty. Your communications regarding the *errata* in Calvi's Chess Lessons shall be handed to the gentleman engaged in furnishing the translation of the series, by whom they will be gladly received and acknowledged.

"H. Page, Newcastle."—Many thanks for problems, which are now under examination.

"T. M. B—s."—Your kind communication is dispatched to the Editor, and a note shall be forwarded to you by post.

"W. H. C., Eton."—The correction shall be made when the solution is published. We apprehend the error must have originated in your own MS. Many thanks for the additional Problems, three or four of which are extremely pretty.

"H. A. K."—Always acceptable. They shall both appear anon.

"T. W., Liverpool."—Received with welcome.

"W. A. T., Marazion."—We have relied too implicitly upon the care and attention of the authors, but we find, to our cost, that the very best constructors of Chess Problems are not exempt from occasional oversights which would be surprising in the merest novice. The end game to which you allude has been examined, and although of the easiest, shall have a niche some day.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 324.)

6. Q. to Q. Kt. 3d	Q. Kt. P. 1
7. Q. Kt. to B. 3d	Q. B. P. 1

Had Black played his K. Kt. to K. 2d, you should play Kt. to his fifth.

8. Kt. to Q. 5th	Q. to Q.

If Black take your Knight he loses his Q. Rook.

9. Kt. tks. Q. Kt. P.	Q. takes Kt.

You win now by taking K. B. P. with B., giving check, and afterwards taking the Knight.

Fifty-fourth Opening.

The next two Openings are taken from the fourth game of Philidor. In the first edition of his work, which appeared in 1749, he modified his opinion, and says that "This game is not strictly sound, but the opening of the second player is very good — more especially where he gives odds."

White.	*Black.*
1. K. P. 2.	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	K. B. P. 2

You could also play Q. P. two. (See the next Opening.)

Black pushes on his K. B. Pawn to exchange it for your King's Pawn, which is an advantage, as he can bring his K. Rook into immediate play by castling.

4. Q. P. 1	Q. B. P. 1
5. K. P. tks. B. P.	B. takes P.

If you do not take, Black will leave the Pawn *en prise* until you have castled. (See First Variation.)

6. Q. B. to K. Kt 5th	K. Kt. to B. 3d
7. Q. Kt. to Q. 2d	Q. P. 1

From this point, it is easy to perceive that you have a bad game; but we will follow the author for some more moves.

8. K. B. to Q. Kt 3d	K. B. to Q. 3d
9. Q. to K. 2d	Q. to K. 2d
10. Castles, K. R.	Q. Kt. to Q. 2d

You could also Castle on the Queen's side. (See Second Variation.)

11. K. Kt. to R. 4th	Q. to K. 3d
12. Kt. takes B.	Q. takes Kt.

In this position, Black has the better game.

First Variation.

White.	*Black.*
5. Castles	K. B. P. 1

Black pushes on this Pawn to cramp your game, and afterwards break the Pawns which defend your King.

6. Q. P. 1	Q. to K. B. 3d
7. Q. P. takes P.	Q. P. takes P.
8. Q. R. P. 2	K. Kt. P. 2
9. Q. to Q. 3d	K. Kt. P. 1
10. K. Kt. to K.	K. B. to Q. B. 4th
11. Q. B. P. 1	Q. to K. R. 5th

It is evident that Black ought to win.

Second Variation.

White.	*Black.*
10. Castles with Q R	Castles K. R.
11. K. R. P. 1	Q. Kt. to Q. 2d
12. K. Kt. P. 2	Q. B. to K. 3d
13. Q. R. to K. Kt.	Q. Kt. P. 2
14. K. R. P. 1	Q. R. P. 2
15. B. takes Kt.	Q. takes B.
16. K. Kt. P. 1	Q. to K. 2d
17. Q. B. P. 1	Q. R. P. 1

Black's game is to be preferred. By pushing on the Pawns on the Queen's side, he will be enabled to break those defending your King, and you will make an attack which must ultimately secure him a winning position.

Fifty-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. B. P. 2
4. Q. P. tks. K. P.	K. B. P. tks. P.

If, instead of taking the K. Pawn, you take the B. Pawn, Black will attack your Kt. with his K. P., to enable him to capture the Pawn with Q. Bishop.

5. Kt. to his 5th	Q. P. 1
6. K. B. P. 2	K. B. to Q. B. 4th

Your correct move was to play P. to K. 6th. (See Variation.)

7. Q. B. P. 2	Q. B. P. 1
8. Q. Kt. to B. 3d	K. Kt. to K. 2d
9. K. R. P. 2	K. R. P. 1
10. K. Kt. to R. 3d	Castles

In this position, Black has the better game.

Variation from Black's sixth move.

White.	*Black.*
6. P. to K. 6th	K. Kt. to R. 3d

This move has been given by the Anonymous of Venice. (Palamede, 1836, p. 179.)

7. Q. to K. R. 5th, ch	K. Kt. P. 1

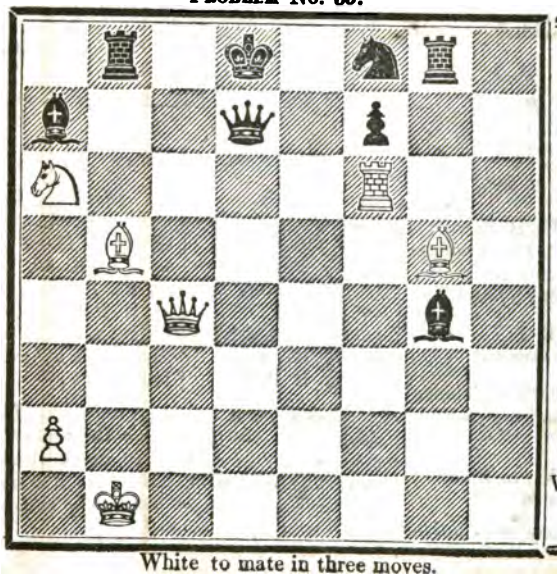
Instead of playing the Queen, it would have been also good play to bring out the Q. Kt. to B. 3d, as Walker justly remarks in his excellent work, p. 48.

8. Q. to K. R. 3d	Q. to K. B. 3d
9. Q. B. P. 2 sq.	Q. B. P. 1
10. P. takes P.	P. takes P.
11. Q. Kt. to B. 3d	Q. to K. 4th
12. K B to Q Kt 5th ch	Q. Kt. to B. 3d
13. Castles	K. B. to Kt. 2d
14. K. R. to Q.	

White wins a Pawn by this move, and has his Pieces well posted.

End of Seventeenth Lesson.

PROBLEM No. 35.



White to mate in three moves.

PROBLEM No. 36.

White.

K. on Kt. sq.
Q. on Q. 3d
R. on Q. Kt. 5th
R. on K. Kt. 6th

Black.

K. on Q. B. 2d
Q. on K. B. 5th
R. on K. R. 5th
R. on K. R.
B. on K. 2d

White to mate in 4 moves.

PROBLEM No. 165.

By S. Leow.*

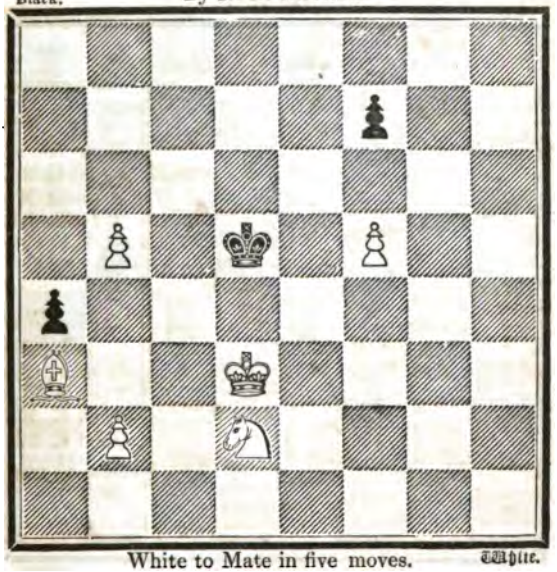
Black.

White to Mate in four moves. White.

PROBLEM No. 166.

By N. D. Nathan.*

Black.



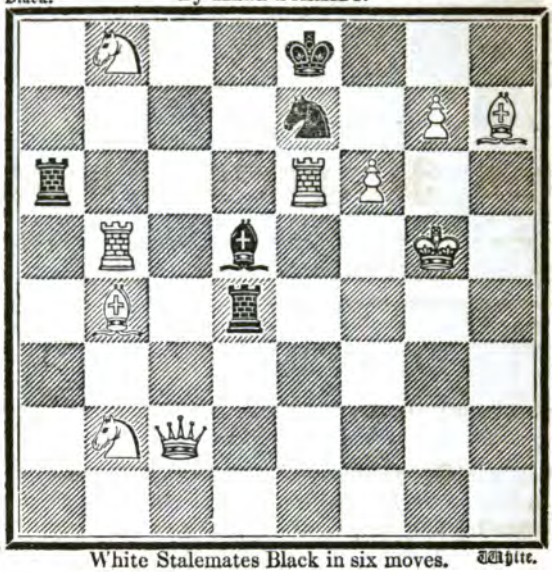
White to Mate in five moves. White.

* From the Berlin Schachzeitung.

PROBLEM No. 167.

By Herr Schmidt.

Black.



White Stalemates Black in six moves. White.

PROBLEM No. 168.

By W. H. C.

Black.

White to Mate in four moves. White.

THE

Chess Player's Chronicle.

No. 43. NEW SERIES. | SATURDAY, OCTOBER 23, 1847. | PRICE THREEPENCE.

CHESS IN BRIGHTON.

Instructive game between Mr. HARRWITZ and Mr. HANNAH, the former giving the K. Kt.

(Remove White's K. Kt. from the Board.)

White. (Mr. HARRWITZ)	*Black.* (Mr. HANNAH.)	*White.* (Mr. HARRWITZ.)	*Black.* (Mr. HANNAH.)
1. K. P. 2	K. P. 2	17. Q. takes Q.	Q. R. P. takes Q.
2. Q. P. 2	P. takes P.	18. K. R. P. 1	Kt. to Q. 5th
3. K.B. to Q.B. 4th	B. ch.	19. Q. R. P. 1 (*d*)	Kt. to K. 7th
4. Q. B. P. 1	P. takes P.	20. K. R. to Q. sq.	R. takes K. B. P.
5. Castles	P. to Q. B. 7th	21. Kt. to Q. Kt. 3d	Kt. takes B.
6. Q. takes P.	Q. Kt. to B. 3d	22. Q. R. takes Kt.	B. to Q. B. 4th
7. K. B. P. 2	Q. P. 1	23. Kt. to Q. 2d	R. to Q. B. sq.
8. Q. to her Kt. 3d	Q. B. to K. 3d (*a*)	24. Kt. to Q.B. 4th(*e*	Q. Kt. P. 1 (*f*)
9. B. takes B.	P. takes B.	25. Q. Kt. P. 2	P. takes Kt.
10. Q. takes P., ch.	Q. to K. 2d	26. P. takes B.	R. takes P.
11. Q. to K. B. 5th	Kt. to K. R. 3d	27. P. takes Q. P.	P. takes P.
12. Q. to K.R. 5th, ch.	Q. to B. 2d	28. K. R. takes P.	Kt. to K. B. 4th
13. Q. to Q. Kt. 5th	Castles on K's side	29. R. to Q. 7th	R. to Q. 5th
14. Q. takes Q.Kt.P.	Q. to Q. B. 5th (*b*)	30. R. to Q. Kt. 7th	Q. B. P. 1
15. Q. Kt. to Q. 2d	Q. to B. 4th, ch.	31. K. Kt. P. 2	Q. B. P. 1
16. K. to R. sq.	Q. to her Kt. 3d (*c*		

And White surrenders.

Notes.

(*a*) Black readily sacrifices a Pawn to secure an exchange of pieces.

(*b*) Threatening mate in two moves.

(*c*) This relentless forcing of exchanges renders White's task doubly difficult and annoying.

(*d*) Worse than useless. Mr. Harrwitz plays without his wonted spirit, feeling evidently that he has overweighted himself.

(*e*) Well meant. With the view to drive the Bishop next move, and then take the Q.'s P.

(*f*) A good counter move, which is clearly followed up to the end.

CHESS IN THE METROPOLIS.

Game between Captain KENNEDY and Mr. LOWE.

Black. (Capt. K.)	*White.* (Mr. L.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. Q. B. P. 1	K. Kt. to B. 3d
4. Q. P. 2	Q. P. 2
5. K. B to Q.Kt.5th	K. Kt. takes K. P.
6. K. Kt. takes K. P.	Q. B. to Q. 2d
7. K. B. takes Kt.	Q. Kt. P. takes B.
8. Castles	K. B. to Q. 3d
9. K. B. P. 1	K. Kt. to K. B. 3d
10. Q. B. to K.Kt.5th	K. R P. 1
11. K. R. to K. sq.	K. to K. B. sq.
12. Q. B. to K. R. 4th	K. Kt. P. 2
13. B. to K. Kt. 3d	K. Kt. to K. R.4th
14. K. Kt. tks.QB.ch.	Q. takes Kt.
15. B. takes B.	Q. takes B.
16. K. Kt. P, 1	K. to K. Kt. 2d
17. K. B. P. 1	Kt. to K. B. 3d
18. Q. to K. B. 3d	P. takes P.
19. P. takes P.	Kt. to K. 5th
20. Kt. to Q. R. 3d	Q. R. to K. Kt. sq.
21. K. to R sq	K. B. P. 2
22. Kt. to Q. B. 2d	K. to K. B. 3d
23. Kt. to K. 3d	K. R. P. 1

Black. (Capt. K.)	*White.* (Mr. L.)
24 Q. B. P. 1	K. R. P. 1
25. P. takes P.	P. takes P.
26. K.R. to K. Kt. sq.	K. R. P. 1
27. K.R. to K Kt.5th	Kt. takes R.
28. P. takes Kt., ch.	Q. R. takes P.
29. Kt. tks. Q. P., ch.	K. to K. B. 2d
30. R. to K. sq.	K. R. to K. Kt. sq.
31. Kt. to K. B. 4th	K. R. to K. R. sq.
32. Q.to Q.Kt.3d ch.	K. to K. Kt. 2d
33. Kt. to K. 6th, ch.	K. to K. B. 3d
34. Kt. takes R.	K. takes Kt.
35. Q. P. 1	R. to K. R. 5th
36. Q. to K. 3d, ch.	K. B. P. 1
37. Q. to K. 7th, ch.	Q. takes Q.
38. R. takes Q.	K. B. P. 1
39. R. tks. Q. B. P.	R. to Q. 5th (*a*)
40. K. to K. Kt. sq.	R. takes Q. P.
41. K. to K. B. 2d	R. to Q. 7th, ch.
42. K. takes K. B. P.	R. takes K. R. P.
43. R. takes Q. R. P.	R. takes Q. Kt. P.
44. K. to K. Kt. 3d	K. R. P. 1
45. R. to K. R. 7th.	

Drawn Game.

Note.

(*a*) R. to K. 5th would have been better play.

An interesting game between Mr. STAUNTON and Mr. KENNY, the former giving the odds of his Q.'s R.

(*Remove White's Queen's Rook from the Board.*)

White (Mr. S.)	*Black* (Mr. K.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d (*a*
3. Q. P. 2	Kt. takes K. P.
4. P. takes P	Q. P. 2
5. B. to Q. 3d	Q. B. to K. Kt. 5th
6. Castles	Q. Kt. to B. 3d
7. Q. B. P. 1	Q. Kt. takes K. P.
8. B. takes K. Kt.(*b*	P. takes B.
9. Q. takes Q., ch.	R. takes Q.
10. Kt. takes Kt.	B. to K. B. 4th
11. Q. Kt. to Q. 2d	K. B. to Q. B. 4th
12. Q. Kt. to his 3d	K. B. to Q. Kt. 3d
13. Q. R. P. 2 (*c*)	B. to K. 3d (*d*)
14. P. to R. 5th (*e*)	B. takes Kt.
15. P. takes B.	Q. R. P. takes P.

White (Mr. S.)	*Black* (Mr. K.)
16. K. B. P. 1	P. takes P.
17. Kt. tks. doub. P.	R. to Q. 8th
18. B. to K. B. 4th	R. takes R., ch.
19. K. takes R.	Q. B. P. 1
20. Kt. to Q. 2d	B. to K. 3d
21. B. to Q. B. 7th	P. to Q. Kt. 4th
22. Kt. to K. 4th	K. to Q. 2d
23. B. to K. 5th	B. to Q. B. 5th, ch.
24. K. to B. 2d	K. B. P. 1
25. Kt. to B 5th, ch.	K. to B. sq.
26. B. to K. B. 4th	R. to K. sq
27. B. to K. 3d	P. to Q. Kt. 3d
28. P. to Q.Kt. 3d(*f*	P. takes Kt.
29. P. takes B.	P. to Q Kt. 5th

And wins.

[*Notes.*

Notes.

(*a*) An excellent mode of defence, when such large odds are received.

(*b*) Winning a piece thus early should have been sufficient to insure the game for White.

(*c*) Inconsiderate play. It is not too much to say that this move lost the day.

(*d*) Black shrewdly avails himself of his opponent's slip.

(*e*) There appears no better resource under the circumstances, for if the attacked Knight retreats, the other would be won on Black's playing K. B. P. 1.

(*f*) His only way to avoid the loss of a piece.

Game between CAPTAIN KENNEDY and Mr. E. WILLIAMS.

Black. (Capt. K.)	(*White.* Mr. E. W.)
1. K. P. 2	K. P. 2
2. K. B. P. 2	K. B. to Q. B. 4th
3. K. Kt. to B. 3d	Q. P. 1
4. Q. B. P. 1	Q. Kt. to B. 3d
5. K. B. to Q. B. 4th	K. Kt. to B. 3d
6. Q. to K. 2d	Q. R. P. 1
7. Q. P. 1	Castles
8. K. B. to Q. Kt. 3d	K. Kt. to Kt. 5th
9. K. B. P. 1	K.B.toK.B.7th,ch.
10. K. to K. B. sq.	K. B. to Q. Kt. 3d
11. K. R. P. 1	K. Kt. to B. 3d
12. K. Kt. P. 2 (*a*)	Q. P. 1
13. K. Kt. P. 1	Q. P. takes P.
14. P. takes P.	Kt. to K. R. 4th
15. K. to Kt. 2d	K. Kt. P. 1
16. Q. Kt. to Q. R. 3d	K. to R. sq.
17. Q. Kt. to Q. B. 4th	Q. to K. sq.
18. Q. Kt. tks. K. B.	P. takes Kt.
19. K. B. P. 1	Q. B. to K. 3d
20. Q. B. to K. 3d	B. takes B.
21. P. takes B.	Q. to K. 3d
22. P. to Q. Kt. 4th	K. R. P. 1
23. K. to K. B. 2d	P. takes P.
24. B. takes P.	Kt. takes K. B. P.
25. B. to K. R. 6th	K. R. to Q. sq.
26. Kt. to K. Kt. 5th	Q. to K. 2d
27. Kt. to K. B. 3d	Kt. to K. R. 4th
28. B. to K. 3d	P. to Q. Kt. 4th
29. K. R. to K. Kt. sq.	K. R. to K. sq.
30. B to K. Kt. 5th	Q. to K. 3d
31. Q. R. to Q. sq. (*b*)	Q. takes K. R. P.
32. K. R. to K. R. sq.	Q. to K. Kt. 6th, ch.
33. K. to K. 3d	Q. to K. Kt. 5th
34. Q. R. to Q. 6th (*c*)	K. to K. Kt. sq.
35. K. R. to R. 4th	Q. to K. Kt. 6th
36. Q. R. to Q. sq.	K. Kt. to K. B. 5th (*d*
37. Q. R. to K. R. sq.	Q. takes B. (*e*)
38. K. R. to R. 8th, ch.	K. to Kt. 2d
39. Q. R. to R. 7th, ch.	K to B. 3d
40. Q. R. tks. K. B. P. ch.	K. takes Q. R.
41. Kt. takes Q., ch.	K. to Kt. 2d
42. R. to K. R. 7th, ch.	K. to K. B. 3d
43. Q. to K. Kt. 4th	K. R. to K. 2d
44. R takes R.	K. takes R.
45. Kt. to K. B. 3d	R. to K. B. sq.
46. Q. to K. R. 4th, ch.	K. to Q. 3d
47. Q. to K. R. 6th	R. to K. B. 3d
48. Q. to K. Kt. 7th	R. to K. 3d
49. Q. takes Q. Kt. P.	R. to K. 2d
50. Q. takes Q. R. P.	K. Kt. P. 1
51. Kt. takes K. Kt. P.	R. to K. Kt. 2d
52. Kt. to K. B. 3d	R. to K. Kt. 7th
53. Kt. takes K. P.	K. takes Kt.
54. Q. takes P., ch.	K. to Q. 3d
55. Q. to Q. B. 5th, ch.	K. to Q. 2d
56. K. takes Kt.	

And White lost the game.

Notes.

(*a*) Bold, but correct play. These Pawns already look formidable.

(*b*) Leaving the K. R. P. to be taken was a clever stroke of generalship.

(*c*) We should have thought Q. R. to K. Kt. sq. a preferable move.

(*d*) An ill-considered counter attack. After this fault, White's game was irretrievable.

(*e*) He appears to have had no better move, bad as this is. If he had taken the Rook, thinking to gain the exchange, Black would simply have taken the Q. with the other Rook, and, after the capture of his own Queen, have played the B. to K. B.'s 6th, winning by force.

SOLUTIONS TO PROBLEMS IN No. 37.

No. 145.

White.	*Black.*
1. Kt. from Q. 6th to K. 4th	K. to K. 4th
2. Kt. from K. 4th to K. B. 6th	K. to K. B. 4th
3. K. to Q. 4th, dis.	

Mate.

No. 146.

White.	*Black.*
1. B. to Q. B. 6th, dis. ch.	B. takes R. (best)
2. Q. takes Kt. P., ch.	R. takes Q.
3. Q. R. P. ‡	R. takes P., ch.
4. Kt. interposes, giving	

Mate.

No. 147.

White.	*Black.*
1. B. to Q. Kt. 6th, ch.	R. to Q. B. 4th
2. Q. to Q. 6th, ch.	Kt. to Q. 4th
3. Q. R. P. †	K. P. †, ch.
4. K. to Kt. 4th	K. P. †
5. K. to B. 5th	P. takes P.
6. Q. takes Q. P.	B. takes Q.

Mate.

No. 148.

White.	*Black.*
1. Q. to Q. Kt. 4th, ch.	K. to Kt.
2. Q. to Q. B. 4th, ch.	K. to B.
3. Q. to Q. B. 5th, ch.	K. to Kt.
4. Q. to Q. 5th, ch.	K. to R. (best)
5. Q. to Q. 8th, ch.	Q. to K. Kt.
6. Q. takes Q.	K. takes Q.
7. K. to Kt. 6th	

And Wins.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 33 & 34. (See p. 316.)

No. 33.

White.	*Black.*
1. R. to K. 6th	Q. takes R. (*a*)
2. Kt. to B. 6th, ch.	K. to B.
3. K. Kt. P. † eq.	

Mate.

(*a*) If Black play R. to R. 3d, you give check with the Kt., and afterwards take Queen with Rook, mating.

No. 34.

White.	*Black.*
1. One of the Knights to B. 7th, ch.	Kt. takes Kt.
2. R. to Q. Kt. 6th, ch.	K. to R. 2d
3. R. to Q. Kt. 3d, ch.	K. to B., or R. 3d
4. Kt. to B. 7th	

Mate.

NOTICES TO CORRESPONDENTS.

"R. T. W."—Mr. Harrwitz, we believe, is yet at Valenciennes. Before proceeding to Germany he will probably make a short stay in the French capital, from whence we expect to hear an account of his campaign.

"J. G."—Mr. Kenny's little shilling Chess Manual is published by Begue of Fleet Street, and may be had of any bookseller in town or country.

"A. G. M'C."—Don't flatter yourself with the notion that the Editor of the paper to which you first sent the four-move problem rejected it from inability to discover its solution. You should know that all diagrams sent unaccompanied by solutions are set aside, without examination. The position in question is another version merely of the hackneyed "Indian Problem;" but, although a decided imitation, it is not altogether without merit.

"W. H. C."—Will find his Problem, No. 168, can be solved according to the conditions we have stipulated, and that it forms a really interesting enigma.

"Andrew L."—The translation of Calvi's Lessons in the present volume is by Mr. C. Kenny, author of "The Manual of Chess."

"E. B. R." (H.M.S. Hecate).—You are right. The correction, however, was made years ago.

"H. J. C. A."—Very true, and a much prettier solution than the original.

"G. T." "R. H."—Upon the conclusion of the present volume, among other improvements we purpose adopting the notation introduced in the "Chess Player's Handbook." A similar change, we are given to understand, will be made in the Chess articles of the "Illustrated London News," at the same time, and thus one uniform and consistent method of notation will prevail in the principal organs of Chess intelligence published in this country.

Back numbers of the "Chess Player's Chronicle" can be procured through Hastings, 13, Carey Street, Lincoln's Inn.

CALVI'S ELEMENTARY LESSONS.

Continued from page 332.

EIGHTEENTH LESSON.

Second Section.—K. Kt. at 2d move.

Fifty-sixth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	Q. B to K.Kt.5th

We have seen in the preceding Lesson that Greco thinks that Black's move of Q. B. to K. Kt. 5th, is a bad defence.

The Anonymous Modenese is of the same opinion, as shewn by him in this and the following opening, which are taken from his work (chap. 8). You will observe that he castles according to the Italian method.

4. K. to Kt. R. to K.	K. Kt. to B. 3d
5. Q. P. 2	K. P. takes P.

Black would have done better had he played Q. Kt. to Q. 2nd.

Instead of capturing the Pawn, he could take Kt. with B. or bring out his Q. Kt. to B. 3d.

In the first case, you should play as follows.

Q. takes B.	*P. takes P.*
K. P. 1	*P. takes P.*
Q. to Q Kt. 3d	

Your game is superior.

In the second case you could, by the following play, win a Pawn and remain with a good position:—

K. B. to Q. Kt. 5th	*B. takes Kt.*
Q. takes B.	*. takes P.*
K. P. 1	*P. takes P.*
B. takes Kt., ch	*P. takes B.*
Q. takes P., ch	*Kt. to Q. 2d*
R. takes K. P., ch	
6 K. P. 1	P. takes P.
7 K. B. tks B. P., ch.	K. takes B.

Had the K. not taken the B., you still take K. P. with Kt. having an excellent game.

Fifty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	K. R. P. 1
4. Q. B. P. 1	K. Kt. to B. 3d
5. Q. P. 2	P. takes P.
6. Kt. takes P.	K. Kt. takes P.
7. B. tks. K. B. P., ch.	K. takes B.
8. Q. to K. R. 5th	

You regain your Piece, with the better position.

Fifty-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	Q. B. P. 1

This and the three following positions are from Ponziani (Giuoco incomparable, p. 91), who is of opinion that the defence Black adopts, by pushing on the Q. Pawn at 2d move, is good, and he believes it to be the best that can be made after the K. Kt. has been moved to B. 3d.

4. Q. B. P. 1	Q. P. 1
5. P. takes P.	P. takes P.
6. KB. to Q Kt. 5th, ch	Q. B. to Q. 2d

Black's game is to be preferred.

We need not continue this opening, as this position is the same as explained in the 49th opening.

Fifty-ninth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	Q. B. P. 1
4. Q. P. 1	Q. P. 1
5. K. P. takes P.	B. P. takes P.

If, instead of taking P. with P., you had withdrawn B. to Q. Kt. 3d, Black could have played K. B. P. 1; you would Castle, and Black, by pushing on his

K. Kt. P. 2 sq., would form a dangerous attack upon you.

6. B.toQ.Kt.5th, ch.	Q. B. to Q. 2d
7. B. takes B., ch.	Kt. takes B
8. Q. Kt. to B. 3d	K.B. to Q. Kt. 5th
9. B. to Q. 2d	K. Kt. to K. 2d

Black's game is at least as good as yours.

Sixtieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	Q. B. P. 1
4. Castles	Q.B. to K. Kt. 5th
5. Q. B. P. 1	Q. Kt. to Q. 2d
6. Q. to Q. Kt. 3d	Q. Kt. to B. 4th
7. K.B.tks.KBP.ch.	K. to K. 2d
8. Q. to Q. B. 4th	Q. Kt. P. 2

You lose a piece for two Pawns, and have a bad position.

Sixty-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. Kt. to B. 3d

Q. P. 2 sq. is, I believe, the correct move. In the seventy-fifth opening, I will shew the moves which I think are good to adopt.

4. Q.B. to K.Kt.5th	K. P. takes P.
5. Q. takes P.	K. B. to K. 2d

You should rather have taken Pawn with the Knight.

6. K. P. 1	P. takes P.

If, instead of taking Pawn with Pawn, Black could Castle according to the Italian method by placing R. on K. sq, his game would be superior to yours.

Sixty-second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	K. B. P. 2
4. K. B. takes Kt.	R. takes B.
5. P. takes P.	B. takes P.

This opening is to be found in the "Traité des Amateurs," p. 184.

There are two others beside this; but one being extracted from Philidor, and the other from Lolli, we shall dispense of speaking of them.

6. Q. B. P. 1	Q. B. to K. 3d
7. Q. P. 2	P. takes P.
8. Kt. takes P.	Q. B. to K. B. 2d
9. Castles	Q. to K B. 3d
10. R. to K., ch.	K. B. to K. 2d
11. Q. to K. 2d	Q. R. P. 1
12. Q. to K. 4th	Q. P. 1

After this move, the amateurs withdraw the Q. to K. 2d, and remark that the game should lead to a draw, which I also think; but if at the twelfth move you had, instead of Q to K. 4th, brought out the Q. Kt. to Q. 2d, I am of opinion that your game would have been preferable to Black's.

Supposing you play Q. Kt. to Q. 2d, Black could reply with—

1st. Q. P. 1 sq.
2d. Q. Kt. to Q. 2d
3d. Q. Kt. to B. 3d
4th. K. to Q. 2d

In the first place—

	Q. P. 1
Q. Kt. to K. B. 3d	K. R. P. 1
B. to K. B. 4th	Q. B. P. 1
B. to K. 5th	

The next move, you can take Kt. with your Bishop.

In the second case—

	Q. Kt. to Q. 2d
Q. Kt. to K. 4th	Q. to K. Kt. 3d

Had Black played his Q. to K. 4th, you should push on the K. B. P. 2 sq. He had other squares to go to, but it is easy to see that they are no better.

K. Kt. to K. B. 5th	Q. Kt. to K. 4th

Had he taken Knight with Queen, he would have lost her.

Kt. takes B.	K. takes Kt.
K. B. P. 2	

In this position you have evidently the better game.

PROBLEM No. 169.

By Mr. Woodward.

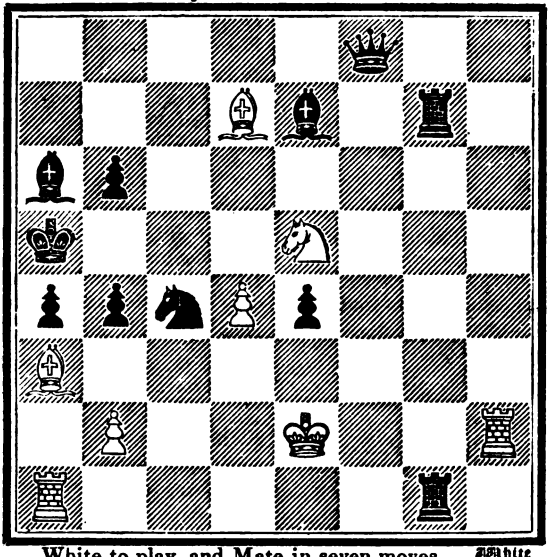
Black.

White playing first, Mates in six moves. White.

PROBLEM No. 170.

By Mr. Woodward.

Black.



White to play, and Mate in seven moves. White.

PROBLEM No. 171.

By Mr. Woodward.

Black.

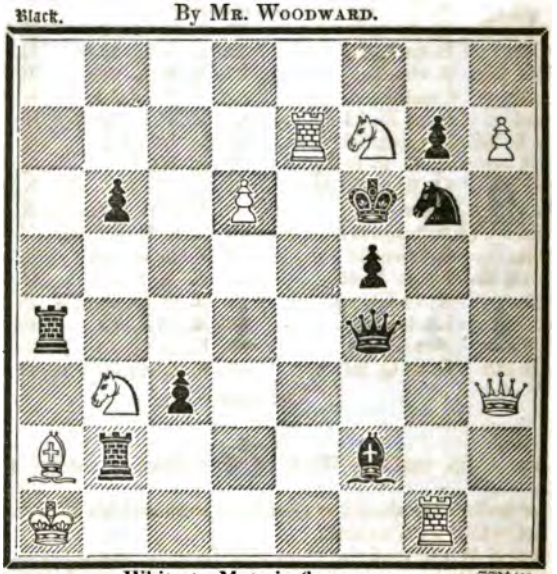
White to Mate in four moves.

White.

PROBLEM No. 172.

By Mr. Woodward.

Black.



White to Mate in five moves.

White.

THE

Chess Player's Chronicle.

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CHESS OF OLD IN THE WESTMINSTER CHESS CLUB.

Game played December 1836, between Mr. SLOUS, and Mr. W. P——e, the former giving Pawn and Move.

(Remove White's K. B. P. from the Board.)

Black. (Mr. W. P.)	*White.* (Mr. S.)	*Black.* (Mr. W. P.)	*White.* (Mr. S.)
1. K. P. 2	K. P. 1	24. R. takes R., ch.	K. takes R.
2. K. B. P. 2	Q. P. 2	25. K. B. P. 1	B. checks
3. K. P. 1	Q. B. P. 2	26. K. to B. 3d	Q. to Kt. 5th
4. Q. B. P. 1	Q. Kt. to B. 3d	27. K. R. P. 2	Q. to Q. 7th
5. K. Kt. to B. 3d	K. Kt. to R. 3d	28. Q. takes Q.	B. takes Q.
6. Q. P. 2	Q. to Q. Kt. 3d	29. R. to K. B. sq.	B. to Q. B. 6th
7. B. to Q. 3d	B. P. takes P.	30. K. to B. 4th (*c*)	K. B. takes P.
8. K. Kt. takes P.	Q. Kt. takes Kt.	31. R. to Q. sq.	B. to Q. B. 6th
9. P. takes Kt.	B. to K. 2d	32. R. to Q. B. sq.	Q. P. 1
10. Q. Kt. P. 1 (*a*)	B. checks	33. K. to K. 4th	B. to B. 3d, ch.
11. K. to K. 2d	Castles	34. K. to Q. 3d	K. to B. 2d
12. B. to K. 3d	B. to K. 2d	35. K. B. P. 1 (*d*)	B. to Q. 4th
13. Q. Kt. to B. 3d	B. to Q. 2d	36. Q. Kt. P. 1	Q. R. P. 1
14. Q. R. to B. sq	Q. R. to B. sq.	37. K. Kt. P. 1	Q. Kt. P. 2
15. Q. to B. 2d	Q. R. to B. 3d	38. K. Kt. P. 1, ch.	K. to Kt. sq.
16. B. tks. R. P., ch.	K. to R. sq.	39. K.B. P. 1, ch. (*e*)	K. to B. sq.
17. K.R. to Kt. sq. (*b*	R. takes Kt.	40. R. to K. Kt. sq.	Q. B. to B. 5th, ch.
18. Q. takes R.	K. takes B.	41. K. to K. 4th	Q. P. 1
19. Q. to Q. 3d, ch.	Kt. to B. 4th	42. K. R. P. 1	Q. P. 1
20. Q. R. P. 2	K. to Kt. sq.	43. R. to Q. sq. (*f*)	B. to K. 7th
21. K. Kt. P. 2	Kt. takes B.	44. K. to K. 3d	B. takes R.
22. K. takes Kt.	B. to K. sq.	45. K. to Q. 3d	B. takes K. R. P.
23. Q. R. to B. 8th	B. to Q. 2d	46. K. takes B.	P. Queens

And wins.

Notes.

(*a*) This was a slip, enabling White to win a Pawn or compel the King to be displaced.

(*b*) Another fault. He should at once have retreated his Bishop.

(*c*) Why not rather to K's third?

(*d*) Intending if White took the P. to play R. to K. B sq.

(*e*) His best chance perhaps was to take Q. Kt. P. with P., and then push on with the K. R. P.

(*f*) Better surely to have advanced the K. R. P.

Game in which Mr. SLOUS gives Professor FORBES the Pawn and two Moves.
Played September, 1836.

(Remove White's K. B. Pawn.)

Black. (Prof. FORBES)	*White.* (Mr. S.)	*Black.* (Prof. FORBES)	*White.* (Mr. S.)
1. K. P. 2		16. P. takes P.	K. B. takes P.
2. Q. P. 2	K. P. 1	17. Kt. takes Q. B.	P. takes Kt.
3. K. B. to Q. 3d	Q. P. 2	18. K. B. P. 2	B. checks
4. K. P. 1	Q. B. P. 2	19. B. interposes	Q. takes P.
5. Q. checks	K. to Q. 2d	20. B. takes B.	Q. takes P., ch.
6. Q. to B. 7th, ch	Q. to K. 2d	21. K. to Q. sq.	Kt. takes B.
7. Q. to B. 3d	Q. Kt. to B. 3d	22. Q. to Kt. 5th, ch.	Kt. to Q. B. 3d
8. B. to Q. Kt. 5th	P. takes P.	23. Q. to Kt. 7th, ch.	K. to Q. 3d
9. B. takes Kt., ch.	P. takes B.	24. Q. Kt. to R. 3d	Q. to R. 4th, ch.
10. Kt. to K. 2d	Q. B. P. 1	25. K. to Q. B. sq.	Q. to K Kt. 4th, ch.
11. Kt. to K. B. 4th (*a*)	Q. B. to Kt. 2d	26. K. to Q. sq.	Q. to K Kt. 5th, ch.
12. Q. B. P. 2	Q. to K. B. 2d	27. K. to Q. B. 2d	Q. to K. 7th, ch.
13. Q. Kt. P. 2 (*b*)	Kt. to K. 2d	28. K. to B. sq.	Q. to K. 6th, ch.
14. Q. B. P. takes P. (*c*)	B. takes P.	29. K. to Q. sq.	Q. to Q. 6th, ch.
15. Q. to Q. 3d	Kt. to Q. B. 3d	30. K. to B. sq.	Q. takes Kt., ch.

And wins.

Notes.

(*a*) With the view to take the Q.'s Pawn.
(*b*) Q. to her Kt. 3d. would have been much stronger play.
(*c*) Q. Kt. P. takes P. we should have preferred.

Game played Nov. 1836 between the same players, Mr. S. giving the two first moves.

White (W. P—g.)	*Black* (Mr. S—s.)	*White* (W. P—g.)	*Black* (Mr. S—s.)
1. Q. P. 2		26. B. to Q. 5th	K. to B. sq. (*b*)
2. Q. B. to B. 4th	K. Kt. to B. 3d	27. K. to B. 2d	K. to K. 2d
3. Q. B. P. 2	Q. P. 2	28. K. to Q. 3d	R. to Q. sq.
4. Q. Kt. to B. 3d	K. P. 1	29. K. to Q. 4th	K. to Q. 3d
5. K. Kt. to B. 3d	B. to Q. 3d	30. P. to K. 5th, ch.	K. to K. 2d
6. B. to K. Kt. 3d	Kt. to Q. B. 3d	31. K. P. 1	R. to K. R. sq.
7. Q. B. P. 1	B. takes B.	32. K. to Q. B. 4th	R. to R. 5th
8. R. P. takes B.	Castles	33. K. to Q. Kt. 5th	B. to B. sq.
9. Q. to B. 2d	Q. Kt. P. 1	34. Kt. to Kt. 8th, ch.	K. to B. sq.
10. K. Kt. P. 1	K. Kt. P. 1	35. Kt. to K. B 6th	R. takes P.
11. P. to K. Kt. 5th	Kt. to K. Kt. 5th	36. B. to Q. B. 4th	R. to K. B. 7th
12. K. P. 1	K. P. 1	37. Kt. to Q. 5th	R. takes P., ch.
13. Q. P. takes P.	K. Kt. takes P.	38. B. to Q. Kt. 3d	R. to K. Kt. 7th
14. Castles	Kt. takes Kt.	39. Kt. tks. Q. B. P.	R. takes K. Kt. P.
15. R. takes Q. P.	Q. to K. 2d	40. K. takes P.	R. takes P.
16. P. takes Kt.	Q. Kt. to Kt. 5th	41. B. to Q. 5th	K. Kt. P. 1
17. Q. to K. 4th (*a*)	Q. takes Q.	42. K. takes P. (*c*)	K. Kt. P. 1
18. P. takes Q.	Kt. takes R.	43. Kt. to Q. Kt. 5th	K. Kt. P. 1
19. Kt. takes Kt.	K. to Kt. 2d	44. Kt. to Q. 4th	B. to K. Kt. 5th
20. Kt. to K. B. 6th	K. R. P. 1	45. Q. B. P. 1	R. to K. sq
21. R. takes P.	K. R. to R. sq.	46. Kt. to K. B. 5th	Kt. P. 1
22. R. takes R.	K. takes R.	47. Kt to Q. 6th	P. Queens
23. Q. B. P. 1	Q. R. P. 2	48. Kt. takes R.	Q. to Q. B. 4th, ch.
24. B. to Q. B. 4th	K. to Kt. 2d	49. K. to R. 6th	B. to B. sq., ch.
25. K. B. P. 2	B. to K. 3d	50. B. to Q. Kt. 7th	Q. to B. 3d, ch.

And Wins. [*Notes.*

Notes.

(*a*) With so fine an attack on the adverse King's side, White acted imprudently in exchanging Queens, Q. to her square, having in view to play her, after the exchange of pieces to her 4th, would have rendered it very dangerous for Black to take the Rook.

(*b*) Black plays this difficult game with remarkable judgment.

(*c*) Lost time. Better surely to have played Kt. to Q. Kt. 5th.

CHESS IN THE METROPOLIS.

Game between CAPTAIN KENNEDY and Mr. E. WILLIAMS.

Black. (Capt. K.)	*White.* (Mr. W.)	*Black.* (Capt. K.)	*White.* (Mr. W.)
1. K. P. 2	Q. B. P. 2	12. Q. Kt. takes P.	Q. takes Q. Kt. P
2. K. Kt. to B. 3d	K. P. 1	13. Q. Kt to B. 7th	Q. R. to Q. sq.
3. Q. Kt to B. 3d	Q. Kt. to B. 3d	14. B. to Q. 3d	B. tks. K. B. P. ch. (*a*)
4. Q. P. 2	Q. P. 2	15. K. takes B.	Q. to her Kt. 3d, ch.
5. P. takes Q. P.	K. P. takes P.	16. R. to K. 3d	Q. takes Kt.
6. K. B. to Q. Kt. 5th	Q. B. to K. 3d	17. B. tks. R. P., ch.	K. takes B.
7. Castles	K. Kt. to B. 3d	18. Kt. to his 5th, ch.	K. to Kt. sq. (*b*)
8. K. R. to K. sq.	K. B. to Q. 3d	19. Q. to K. R. 5th	B. to K. B. 4th
9. Q. B. to K. Kt. 5th	Castles	20. R. to K. R. 3d	Q. to K. B. 5th, ch.
10. B. takes K. Kt.	Q. takes B.	21. K. R. to B. 3d	Q. to her 5th, ch.
11. P. takes P.	B. takes P.	22. K. R. to K. 3d	B. to Kt. 3d

Black resigned.

Notes.

(*a*) This portion of the game is very lively and amusing.

(*b*) K. to Kt. 3d, might have been played with safety.

CHESS IN SCOTLAND.

Gamma and Delta.

White. (Mr. G.)	*Black.* (Mr. D.)	*White.* (Mr. G.)	*Black.* (Mr. D.)
1. K. P. 2	Q. B. P. 2	17. R. to K. B. 3d	Q. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	18. R. to R. 3d	R. to B. 2d
3. Q. P. 2	Kt. takes P.	19. P. takes Q. P.	P. takes P.
4. Kt. takes Kt.	P. takes Kt.	20. Kt. to Q. 2d	Kt. takes Q. Kt. P.
5. Q. takes P.	K. P. 1	21. R. to K. sq. (*c*)	Q. B. to Q. 2d
6. B. to Q. B. 4th	K. Kt. to K. 2d	22. B. to Q. Kt. sq.	Q. R. to K. sq.
7. Castles	Kt. to Q. B. 3d	23. R. takes R., ch.	B. takes R.
8. Q. to Q. sq.	B. to Q. B. 4th	24. Kt. to K. B. 3d	Q. to Q. Kt. 3d (*d*)
9. Q. B. P. 1	Q. R. P. 1	25. P. takes Kt.	Q. to K. B. 7th
10. K. to R. sq.	Castles	26. Q. tks. Kt. P., ch.	K. to B. sq.
11. K. B. P. 2	Kt. to R. 4th (*a*)	27. Q. to R. 6th, ch.	K. to K. 2d
12. B. to Q. 3d	B. to R. 2d	28. Q. to R. 4th, ch.	Q. takes Q.
13. Q. Kt. P. 2 (*b*)	Kt. to B. 3d	29. R. takes Q.	K. to Q. 3d
14. Q. to K. R. 5th	K. Kt. P. 1	30. B. to K. 5th, ch.	K. to K. 3d
15. Q. to R. 6th	K. B. P. 2	31. R. checks	
16. Q. B. to Kt. 2d	Q. to K. B. 3d		

And wins.

[*Notes.*

Notes.

(*a*) Weak play. Merely striving to drive the Bishop to a more effective position.

(*b*) At first sight it appears unwise to disturb the repose of this distant Kt., but White finds it important for the success of his attack to post the Q. B. on Q. Kt. 2d sq., and is compelled therefore to advance this Kt. P.

(*c*) A good counter-move.

(*d*) Forgetful of the sweeping range thus opened for the action of the adverse Bishop.

SOLUTIONS TO PROBLEMS IN Nos. 38 and 39.

No. 149.

White.	*Black.*
1. Kt. to Q. 7th	K. to K. 5th
2. R. to K. B.	K. to Q. 5th
3. R. to K. B. 4th	

Mate.

No. 150.

White.	*Black.*
1. R. to R. 3d, ch.	K. to Kt. 8th
2. Q. to Kt. 3d, ch.	K. takes B.
3. Kt. to K. 2d, ch.	Q. takes Kt.
4. Q. to B. 2d, ch.	Q. takes Q.

Mate.

No. 151.

White.	*Black.*
1. B. to Q. Kt. 6th	K. to Kt. 3d
2. Kt. to K. Kt. 4th	P. takes Kt.
3. B. to K. 3d	K. to R. 3d
4. B. P. 1, dis.	

Mate.

No. 152.

White.	*Black.*
1. Kt. to Q. B. 6th, ch.	K. to R.
2. Kt. takes R. P., dis. ch.	K. to R. 2d
3. Kt. to Q. B. 6th, ch.	K. to Kt. 2d (best)
4. Kt. to K. 7th, ch.	P. interposes
5. B. takes P., ch.	K. to R. 2d
6. R. to Q. R.	

Mate.

No. 153.*

White.	*Black.*
1. Q. to Q. 8th	K. to K. 4th
2. Q. to Q. B. 7th, ch.	K. to Q. 5th (best)
3. Q. to K. Kt. 7th, ch.	P. interposes.
4. Q. to Q. R. 7th, ch.	K. to Q. B. 6th
5. Q. to R. 3d, ch.	K. to Q. 5th
6. Q. to Q. R., ch.	R. interposes
7. Q. to Q. R. 7th, ch.	K. to Q. 6th
8. Q. takes B.	

Mate.

* *Erratum.*—In this Problem a Black Pawn was omitted to be placed on B. King's 5th.

No. 154.

White.	*Black.*
1. K. B. P. 1 becomes a Kt., ch.	K. to R. 3d
2. Q. to K. B. 6th, ch.	Kt. takes Q.

Mate.

No. 155.

White.	*Black.*
1. Kt. to K. B. 5th, ch.	K. to Kt. 4th
2. Q. takes Kt. P., ch.	P. takes Q.
3. K. B. P. 2	

Mate.

No. 156.

White.	*Black.*
1. Kt. to K. Kt. 6th, ch.	K. to Q. 4th
2. Kt. to K. 7th, ch.	K. to K. 4th
3. R. to K. B. 5th, ch.	B. takes R.
4. Q. to Q. 5th, ch.	R. takes Q.
5. Kt. to Q. B. 6th, ch.	K. to K. 3d
6. R. to K. 7th	

Mate.

NOTICES TO CORRESPONDENTS.

"G. S."—You will find the position quite right.

"A Member of the Chess Club"—Is thanked for his emendation, which, however, had before occurred to us.

"W. H. C."—We hope the altered conditions under which the mate is to be effected in No. 168 will meet your approval. As a *four*-move Problem, it appears to us extremely neat and ingenious.

"J. G. T., Hon. Secretary."—Our best thanks are tendered in return. With respect to "The Handbook," the success more than equals our anticipations; it has already reached a larger sale than any Chess book ever published, and a companion to it, of the same price and bulk, is expected to be ready at the beginning of next year.

"H. M."—The abridged version of Bilguer's celebrated "Handbuch," by Von H. der Lasa, we believe to be on the eve of publication. A communication from the author three months since informed us of its being then at press.

"R. B. S."—We are in daily expectation of hearing from Mr. Harrwitz on his arrival in Paris, and of his taking the field against the leading players of the *Cercle*. He has long been eager for an opportunity of confronting his countryman Kieseritskij, and a match between them would be an event of the liveliest interest to every Chess player in Europe.

"F. O."—Vol. V. of the "Chess Player's Chronicle," containing the whole of the games in the famous match between England and France, may be obtained of Hastings. A few copies only are now left.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 340.)

In the third case—

	Q. Kt. to B. 3d
Kt. takes Kt.	P. takes Kt.
Kt. to K. B. 3d	K. Kt. P. 2
Kt. to Q. 4th	K. to Q. 2d
Kt. takes Q. B. P.	

You win a Pawn, and have the better position.

In the fourth case—

	K. to Q. 2d
Q. Kt. to K. 4th	Q. to K. 4th
Q. Kt. to B. 5th, ch.	K. to Q.
Q. takes Q.	

And the next move you win a Pawn.

Sixty-third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K.B. to Q.B. 4th	Q. B. P. 1

This opening, and the two succeeding ones, are given by Cozio.

4. Q. R. P. 2	K. Kt. to B. 3d

Your move is well played.

By this move, Black cannot push on his Q. P. without the loss of a Pawn.

5. Q. Kt. to B. 3d	K. B. to K. 2d
6. Castles	Castles
7. Q. P. 2	Q. to B. 2d
8. P. takes P.	P. takes P.

You play badly by taking this Pawn.

9. Q.B. to K.Kt. 5th	Q. Kt. to Q. 2d
10. K. R. to K.	Q. Kt. to B. 4th
11. K. R. P. 1	Q. B. to Q. 2d

In this position Black has the better game.

Sixty-fourth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K.B. to Q.B. 4th	Q. B. P. 1
4. Q. P. 2	Q. P. 1
5. K. P. takes Q. P.	K. P. 1
6. Kt. to K. 5th	P. takes P.
7. Kt. takes K. B. P.	K. takes Kt.

If, instead of taking this Pawn, you had checked with your Bishop, Black could have preserved his centre Pawns, and would have had much the better game.

8. Q.to K.R.5th, ch.	K. Kt. P. 1
9. Q. takes Q.P.,ch.	Q. takes Q.
10. B. takes Q., ch.	

The following move you take K. P., and the game may be considered equal, having three Pawns for your Knight.

Sixty-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. R. P. 1	K. Kt. to B. 3d
4. Q. Kt. to B. 3d	K. R. P. 1
5. K.B. to Q. B. 4th	Q. B. P. 1
6. Q. R. P. 2	K. B. to K. 2d
7. Castles	Castles
8. Q. P. 2	Q. to Q. B. 2d
9. P. takes P.	P. takes P.
10. K. Kt. to R. 2d	Q. Kt. to Q. 2d
11. Q. to K. B. 3d	Q. Kt. to B. 4th
12. R. to K.	Q. B. to K. 3d
13. B. takes B.	Kt. takes B.
14. Q. to K. Kt. 3d	K. to R. 2d

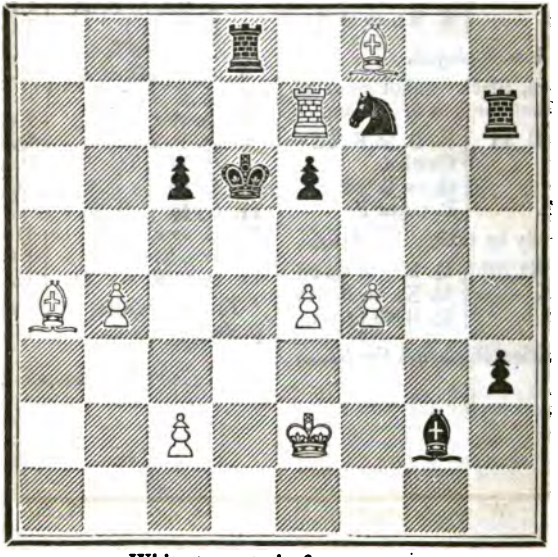
In this position Black's game is to be preferred.

End of Eighteenth Lesson.

PROBLEM No. 37.

White to mate in two moves.

PROBLEM No. 38.



White to mate in four moves.

CALVI.

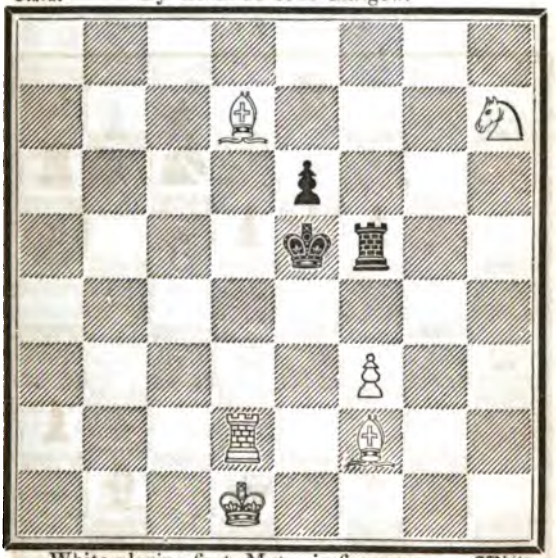
PROBLEM No. 173.

Black. By H. G. J., an American Amateur.

White playing first, Mates in four moves. White.

PROBLEM No. 174.

Black. By A. G. M'C. of Glasgow.



White playing first, Mates in five moves. White.

PROBLEM No. 175.

By C. R. L.

Black.

White to Mate in four moves. White.

PROBLEM No. 176.

By Mr. Clare.

Black.

White compels Black to Mate in four moves. White.

THE

Chess Player's Chronicle.

No. 45. NEW SERIES. | SATURDAY, NOVEMBER 6, 1847. | PRICE THREEPENCE.

The following Game has just been played in the Match between Captain KENNEDY and Mr. ——, a brilliant Amateur of the London Club.

White. (Capt. K.)	*Black.* (Mr. —.)
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. Kt. to B. 3d
3. K. B. to Q. Kt. 5th	Q. P. 1
4. Q. P. 2	P. takes P.
5. Kt. takes P.	Q. B. to Q. 2d
6. Kt. takes Kt.	Kt. P. takes Kt.
7. K. B. to Q. B. 4th	K. Kt. to B. 3d
8. Q. Kt. to B. 3d	K. B. to K. 2d
9. Castles	Castles
10. K. R. P. 1	K. R. P. 1
11. Q. B. to K. 3d	K. to R. sq.
12. K. B. P. 2	Kt. to K. R. 2d
13. K. B. P. 1	K. B. to K. Kt. 4th
14. Q. B. to Q. 4th	P. to Q. B. 4th
15. Q. B. to K. B. 2d	Q. R. to Q. Kt. sq.
16. Q. R. to Q. Kt. sq.	K. B. to K. B. 3d
17. Q. to Q. 3d	K. B. to K. 4th
18. Q. Kt. P. 1	K. Kt. to B. 3d
19. Q. B. to K. R. 4th	Q. B. P. 1
20. Q. R. to Q. sq.	Q. to Q. B. 2d
21. Kt. to K. 2d	Kt. to K. Kt. sq
22. Q. to K. B. 3d	K. B. P. 1
23. Kt. to K. B. 4th	Kt. to K. 2d
24. K. B. to K. 6th	K. B. takes Kt
25. K. B. takes. Q. B.	Q. takes B.
26. Q. takes B.	Q. P. 1
27. Q. B. P. 2	Q. P. 1
28. B. takes K. B. P.	K. R. takes B. (*a*)
29. Q. tks Q. R., ch.	K. to R. 2d
30. Q. R. to Q. 3d	Kt. to Q. B. sq
31. Q. to K. 5th	Kt. to Q. 3d
32. Q. takes P. on Q. B. 4th	Kt. takes K. P.
33. Q. takes Q. P.	

And Black surrendered. (*b*)

Notes.

(*a*) Had Black now taken the B. with K. Kt. P., instead of with the R., White would have captured K. R. P. with his Q. checking, and then have moved his K. R. to K. B. 4th, compelling his adversary to sacrifice his Knight, by taking K. B. P., in order to save "the impending Mate." Black's best method of play at this point was probably not to have taken the B., but retreated his Kt. to K. Kt. sq.

(*b*) Black might still have fought on for a short time, by playing his R. to Q. 3d, when the following moves would have occurred :—

33.	R. to Q 3d.
34. Q. takes Kt.	R. takes R.
35. K. B. P. 1, dis. ch.	

And Black cannot save the game.

CHESS OF OLD IN THE WESTMINSTER CHESS CLUB.*

Game played June 1837, between Messrs. G. WALKER and SLOUS.

White. (Mr. WALKER.)	*Black.* (Mr. SLOUS.)	*White.* (Mr. WALKER.)	*Black.* (Mr. SLOUS.)
1. K. P. 2	K. P. 2	23. P. takes P.	P. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	24. Kt. to K. 4th (*a*)	K. R. to R. sq. (*b*)
3. Q. P. 2	P. takes P.	25. R. takes P.	Q. R. to K. Kt. sq.
4. Kt. takes P.	B. to Q. B. 4th	26. Q. R. to K. Kt. sq.	R. takes R.
5. Kt. to K. B. 5th	Q. to K. B. 3d	27. R. takes R.	Q. P. 1
6. Q. Kt. to B. 3d	K. Kt. to K. 2d	28. R. to R. 5th, ch. (*c*	K. to Kt. sq.
7. B. to Q. B. 4th	Castles	29. R. takes R., ch.	K. takes R.
8. K. Kt. to K. 3d	Q. P. 1	30. Kt. to Q. 6th	B. takes dbled. P.
9. Castles	Q. Kt. to K. 4th	31. Kt. takes P., ch.	K. to Kt. 2d
10. B. to Kt. 3d	Q. B. P. 1	32. Kt. to Q. 6th	B. takes P.
11. Q. to K. R. 5th	K. Kt. to Kt. 3d	33. Kt. takes P.	B. to Q. 5th
12. Kt. to K. B. 5th	K. R. P. 1	34. K. to Kt. 2d	K. to B. 3d
13. B. to Q. 2d	Q. B. takes Kt.	35. Kt. to Q. 6th	B. to Q. Kt. 3d
14. Q. takes B.	Q. takes Q.	36. Q. B. P. 1	K. to K. 3d
15. P. takes Q.	K. Kt to R. 5th	37. Kt. to Q. Kt. 7th	Q. R. P. 2
16. P. to K. B. 6th	Kt. to K. B. 6th, ch.	38. K. B. P. 2	K. to Q. 2d
17. P. takes Kt.	Kt. takes P., ch.	39. K. B. P. 1	K. to Q. B. 2d
18. K. to R. sq.	Kt. takes B.	40. Q. Kt. P. 1	P. takes P.
19. R. to K. Kt. sq.	K. Kt. P. 2	41. P. takes P.	K. takes Kt.
20. R. to K. Kt. 2d	Kt. takes B.	42. K. B. P. 1	B. to Q. 5th
21. R. P. takes Kt.	B. to Q. 5th	43. K. B. P. 1	B. to K. Kt. 2d
22. K. R. P. 2	K. to R. 2d	44. K. to B. 3d	B. to B.

White resigns.

Notes.

(*a*) White now appears to have a very fine game.

(*b*) The proper move. Almost any other mode of play would have enabled his adversary to retain his advantage of position.

(*c*) White evidently overlooked an opportunity of drawing the game. We should have played as follows :—

28. R. to K. Kt. 7th, ch.	K. to R. 3d
29. Kt. to K. Kt. 3d	B. takes P. at his 3d

This seems his best move, if he take the P. at White's K. B. 2d he loses a Piece, and if he play the Rook away, it costs him the game.

30. Kt. to B. 5th, ch.	K. to R. 4th
31. Kt. to Kt. 3d, ch.	K. to R. 5th
32. Kt. ch.	K. to R. 4th (best)

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* In reference to this interesting Series of Games, it is proper to state that the collection was made by a friend of Mr. Slous, and comprises only those games won by him or drawn, the result must not therefore be taken as evidence of his relative strength with his opponents of that day.

Game played February 1838, between the same players.

White. (Mr. S—s.)	*Black.* (Mr. G. W—r.)	*White.* (Mr. S—s.)	*Black.* (Mr. G. W—r.)
1. K. P. 2.	K. P. 2	19. Q. Kt. P. 1	Kt. to K. 4th
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	20. Kt. to Q. 2d.	K. R. P. 2
3. Q. P. 2	P. takes P.	21. K. R. P. 1	P. takes P.
4. B. to Q. B. 4th	Q. to K. B. 3d	22. R. P. takes P.	B. to Q. 4th (*b*)
5. Castles	Q. P. 1	23. Q. B. P. 1	B. to Q. B. 3d
6. Q. B. P. 1	B. to K. Kt. 5th	24. B. to Q. Kt. 2d	Kt. to Q. 2d
7. Q. to Kt. 3d	Castles	25. K. to Kt. 2d	R. to R 5th (*c*)
8. B. to K. Kt. 5th	Kt. to Q. R. 4th	26. K. to B. 2d	Q. P. 1
9. Q. to Kt. 5th	Q. to Kt. 3d	27. P. takes P.	B. takes P.
10. K. Kt. to R. 4th	Q. to K. R. 4th	28. R. to K. R.	B., ch.
11. B. takes R.	Kt. takes B.	29. K. to Kt. 3d	B. to Q. 3d, ch.
12. Q. takes Q. (*a*)	B. takes Q.	30. K. to B. 2d	Kt. to Q. B. 4th (*d*
13. B. to K. Kt. 5th	K. B. P. 1	31. K. to K. 3d	B. ch.
14. B. to B. sq.	P. to Q. 6th	32. K. to Q. 4th	B. takes Kt.
15. K. B. P. 1	K. Kt. P. 2	33. K. takes B.	B. to K. 6th
16. Kt. to B. 5th	Kt. to K. 2d	34. B. to Q. 4th	B. takes B.
17. K. Kt. P. 2	Kt. takes Kt.	35. K. takes B.	R. takes R.
18. K. P. takes Kt.	B. to B. 2d	36. R. takes R.	

Black resigns.

Notes.

(*a*) Q. to K. 8th looks promising at first sight, but that move would have cost White his Queen.

(*b*) The pinch in Black's position is the imprisonment of his K.'s B., which for immediate purposes might almost as well be off the board.

(*c*) Threatening to take the K. Kt. P. This move gives Black time to get his K. B. into the field.

(*d*) Better to have persisted in checking with the Bishop.

CHESS IN THE METROPOLIS.

Game between Mr. Buckle and Captain Kennedy.

White. (Capt. K.)	*Black.* (Mr. B.)	*White.* (Capt. K.)	*Black.* (Mr. B.)
1. K. P. 2	K. P. 2	18. Kt. takes Q. P	K. R. to Q. sq.
2. K. Kt. to B 3d	Q. Kt. to B. 3d	19. Q. B. to K. B. 4th	K. Kt. to K. Kt. 3d
3. K B to Q Kt 5th (*a*)	K. B. to Q. B. 4th	20. Q. B. to K. Kt. 3d	Q. Kt. to K. 4th (*c*)
4. Q. B. P. 1	K. Kt. to K. 2d	21. Kt. to K. B. 5th	Q. Kt. takes K. B. ch
5. Castles	Castles	22. Q. takes Kt.	B. takes B.
6. Q. P. 2	P. takes P.	23. Q. takes B.	Q. takes Q.
7. P. takes P.	B. to Q. Kt. 3d	24. Kt. takes Q.	Kt. to K. B. 5th
8. Q. P. 1	Q. Kt. to his sq.	25. Kt. to K. B. 5th	K. to K. B. sq.
9. Q. P. 1	P. takes P.	26. K. Kt. P. 1	Kt. to K. R. 6th, ch.
10. Q. takes P.	K. B. to Q. B. 2d	27. K. to Kt. 2d	Kt. to K. Kt. 4th
11. Q. to Q. R. 3d	Q. Kt. to B. 3d	28. K. B. P. 1	K. Kt. P. 1
12. Q. B. to K. 3d	Q. P. 1	29. Kt. to K. 3d	Q. R. to Q. B. sq.
13. Q. Kt. to B. 3d	Q. B. to K. ?d	30. R. takes K. R.	R. takes R.
14. Q. R. to Q. sq.	Q. B. to K. Kt. 5th	31. Kt. to Q. 5th	K. B. P. 2
15. K. B. to K. 2d	B. takes K. Kt.	32. K. R. P. 2	Kt. to K. 3d
16. B. takes B.	Q. to K. sq., (*b*)	33. K. P. takes P.	P. takes P.
17. Kt. to Q. Kt. 5th	Q. to Q. Kt. sq.	34. Kt. to Q. B. 3d	R. to Q. 7th, ch.

White. (Capt. K.)	*Black.* (Mr. B.)
35. R. interposes	R. to Q. 6th
36. K. Kt. P. 1	K. to K. B. 2d, (*d*)
37. P. takes P.	Kt. to Q. 5th
38. Kt. to K. 4th	Kt. takes dbl. P.
39. K. to K. R. 3d	K. R. P. 1
40. K. to K. Kt. 4th	R. to Q. 4th
41. R. to Q. 2d	K. R. P. 1, ch.
42. K. takes P. (*e*)	Kt. to K. Kt. 6th dbl. ch. (*f*)
43. K. to K. Kt. 4th	Kt. takes Kt
44. R. takes R.	Kt. to K. B. 3d, ch.
45. K. to K. B. 5th	Kt. takes R.
46. K. to K. 5th	Kt. to Q. Kt. 5th
47. K. to Q. 6th	Kt. tks. Q. R. P.
48. K. to Q. B. 7th	Q. Kt. P. 2
49. K. to Q. Kt. 7th	Kt. to Q. B. 8th
50. K. takes Q. R. P.	Kt. to Q. 6th
51. K. to Q. Kt. 6th	Kt. takes Q. Kt. P.
52. K. takes P.	

Drawn Game.

Notes.

(*a*) Since the publication of the Chess Player's Handbook this move is becoming quite in vogue among the best players.

(*b*) The opening of this game is played much below Black's force, but he contrives presently to extricate himself from the trammels of his weak defence, and plays at last with his characteristic vigour and ingenuity.

(*c*) Black has now got his men into action, and the game henceforth is full of interest.

(*d*) Well played.

(*e*) The capture of this P. is a miscalculation, which loses White the advantage he had hitherto maintained.

(*f*) The position here is worth consideration; by this move Black wins a Piece by force.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 35 & 36. (See p. 332.)

No. 35.

White.	*Black.*
1. R. to K. 6th, dis. ch.	K. R. takes B.
2. Q. to B. 7th, ch.	Q. takes Q.
3. R. to K. 8th	

Mate.

No. 36.

White.	*Black.*
1. K. R. to Q. B. 6th, ch.	K. takes R.
2. Q. to Q. 5th, ch.	K. to B. 2d
3. R. to Q. Kt. 7th, ch.	K. to B.
4. Q. to Q. 7th	

Mate.

NOTICES TO CORRESPONDENTS.

"A German."—The new postal convention between this country and the Free Towns of Hamburgh, Lubeck, &c., is likely to operate beneficially for the advancement of Chess both in England and Germany, by facilitating the transmission of periodicals from one country to the other. Under this arrangement any periodical may be forwarded from England to Hamburgh, or *vice versa*, at an almost nominal rate of postage; and thus the "Berlin Chess Magazine" will be obtainable here, and the "Chess Player's Chronicle" at almost any place in Germany, within a few days after their publication, at a mere fraction beyond the publishing price.

"W. G. C., Birmingham."—The limited space afforded to Answers to Correspondents forbids our furnishing the advice you wish in this place; but the interest we take in the formation of every such establishment as yours will tempt us to reply by letter shortly.

"H. R."—Quite right. Thanks for the information.

"H. J. C. A."—Many of them extremely clever, and all highly acceptable.

"W. H. C."—The correction shall be made.

"R. N. B."—The Grand Cigar Divan is under repair, and will shortly be opened in a style of surpassing magnificence.

"No Conjuror."—A continuation of the list, as you proceed in your researches, will be esteemed a favour.

"Septimus."—Your opportune communication on the subject of Philidor's defence to the King's Knight's opening shall appear in our next.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 348.)

NINETEENTH LESSON.

K. Kt. at 2d move.

Sixty-sixth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K.B. to Q.B. 4th	K. B. P. 2
4. Q. P. 1	Q. B. P. 1

This opening is given by Stein.

5. Castles	K. Kt. to B. 3d

We have seen in the first variation of the 54th opening, that Philidor advises Black to push on his K. B. P. immediately, considering it to be a bad move to bring out the K. Kt. to B. 3d.

6. K. Kt. to Kt. 5th	Q. P. 1
7. K. P. tks. Q. P.	B. P. takes P.
8. K B to Q Kt 5th ch	Q. Kt. to B 3d
9. Q. to K. 2d	K. B. to Q. 3d
10. Q.B. to K.B.4th	Q. to K. 2d
11. K. R. to K.	K. P. takes B.
12. Q. to Q. 2d	K. Kt. to K. 5th
13. P. takes Kt.	Q. P. takes B.

In this position Stein directs the move of Q. Kt. to B. 3d., which gives your adversary time to Castle, and thereby improve his game: but if, instead of this move, you play your Q. to her 5th, your game would be preferable.

Sixty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	K. B. P. 2
4. Q. P. 2	K. B. P. tks. K. P.
5. K. Kt. tks. K. P.	P. takes Kt.

This opening and the three consecutive openings are taken from Allgaier's Treatise. This Author makes the remark that if White, instead of taking P. with Kt., play the Kt. to Kt. 5th, Black, by pushing on his Queen's P. 1 sq., would have the better game.

6. Q. to R 5th, ch.	K. to Q. 2d
7. Q. to K.B.5th, ch.	K. to Q. B. 3d
8. Q. takes doubled P., ch.	K. to Kt. 3d

Instead of taking his Pawn, you could also take the K. P. with Queen, and have equally as good a game.

9. Q. Kt. to B. 3d	Q. R. P. 1
10. P. takes P.	K. to R. 2d

You will give check with the Q. B., and your game will be better than Black's.

Sixty-eighth Opening.

White.	*Black.*
1. K. P. 2	K P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K. B. to Q. B. 4th	K. B. P. 2
4. Q. P. 2	K. P. takes Q. P.
5. Kt. to Kt. 5th	K. Kt. to R. 3d
6. Q. takes P.	B. P. takes K. P.
7. Q. tks. K. P., ch.	K. B. to K. 2d

Had he interposed the check with Queen, you should still play the Kt. to K. 5th.

8. Kt. to K. 6th	Q. B. takes Kt.
9. K. B. takes B.	

In this position you have evidently the better game.

Sixty-ninth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. K.B. to Q. B. 4th	Q. B. P. 1
4. Q. P. 2.	Q. to K. 2d
5. Q. Kt. to B. 3d	Q.B. to K. 3d
6. Q. P. 1	Q.B. to K. Kt. 5th
7. Castles	K. R. P. 1
8. K. R. P. 1	B. takes Kt.
9. Q. takes B.	Q. to Q. B. 2d

In this position, the game may be considered equal.

Seventieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. B. P. 2
4. K. P. tks. B. P.	K. P. 1

You play badly by taking this Pawn for you leave your adversary master of the centre.

5. Q. to K. 2d	Q. to K. 2d
6. K.Kt. to Kt. 5th	K. Kt. to B. 3d
7. Q. Kt. to B. 3d	Q. P. 1.
8. K. Kt. P. 2	K. R. P. 2
9. K. B. to R. 3d	P. takes P.
10. B. takes P.	K. Kt. P. 1.
11. K. Kt. to K. 6th	P. takes P.
12. Kt. takes B.	Q. takes Kt.
13. K. B. to B. 3d	

In this position Black has the better game.

Seventy-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	Q.B. to K.Kt. 5th

This and the following opening are given by Lewis in his second series of Lessons, p. 55.

4. P. takes P.	B. takes Kt.

Instead of taking Pawn, you could also move Q. B. P. 1

5. Q. takes B.	P. takes P.
6. K. B. to Q.B. 5th	Q. to K. B. 3d

If instead of playing Q. to K. B. 3d he had played K. Kt. to B. 3d, you should equally play Q. to Q. Kt. 3d.

7. Q. to Q. Kt. 3d	Q. Kt. P. 1
8. Q. Kt. to B. 3d	Q. B. P. 1
9. Castles	K. B. to Q. 3d
10. K. B. P. 2	P. takes P.
11. Q. B. takes P.	B. takes B.
12. Kt. to Q. 5th	

In this situation you have the better position.

Seventy-second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. Kt. to B. 3d
4. Q.B. to K.Kt. 5th	Q.B. to K.Kt. 5th

Black could also take Pawn with Pawn; in that case, you, by retaking Pawn with Queen, would have a good position.

5. P. takes P.	Q. B. takes Kt.
6. Q. takes B.	P. takes P.
7. Q. to Q. Kt. 3d	Q. Kt. P. 1

If Black, instead of pushing on this Pawn, had moved his Q. Kt. to Q. 2d, you should still play your next move K. B. to Q. B. 4th

8. K.B. to Q.B. 4th	Q. to Q. 2d
9. Q. B. takes Kt.	P. takes B.
10. Q. Kt. to B. 3d	K. B. to Kt. 2d
11. Q. R. to Q.	Q. to K. 2d
12. Q. Kt. to Q. 5th	Q. to B. 4th
13. K. B. checks	

Your position is evidently very good.

Seventy-third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. P. takes P.
4. Q. takes P.	Q. Kt. to B. 3d
5. K.B. to Q.Kt. 5th	Q. B. to Q. 2d
6. Q. to Q.	Q. Kt. to K. 4th
7. K. Kt. takes Kt.	Q. P. tks. Q. Kt.
8. Q. to Q. 5th	

You have the better game.

Seventy-fourth Opening

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. B. P. 2

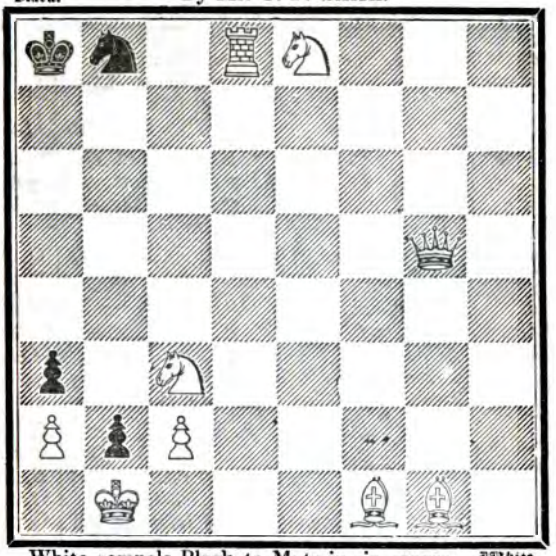
This opening is given by Walker, p. 48.

4. Q. P. takes P.	B. P. takes P.
5. K.Kt. to Kt. 5th	Q. P. 1
6. P. to K. 6th	K. Kt. to R. 3d

PROBLEM No. 177.

By Mr. C. F. Smith.

Black.

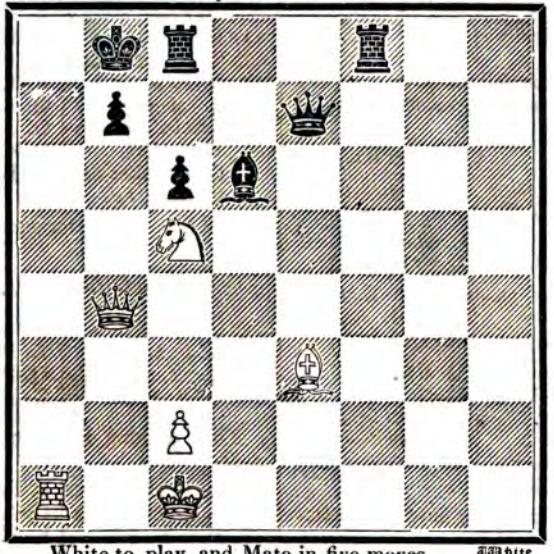


White compels Black to Mate in six moves. White.

PROBLEM No. 178.

By Mr. Kling.

Black.



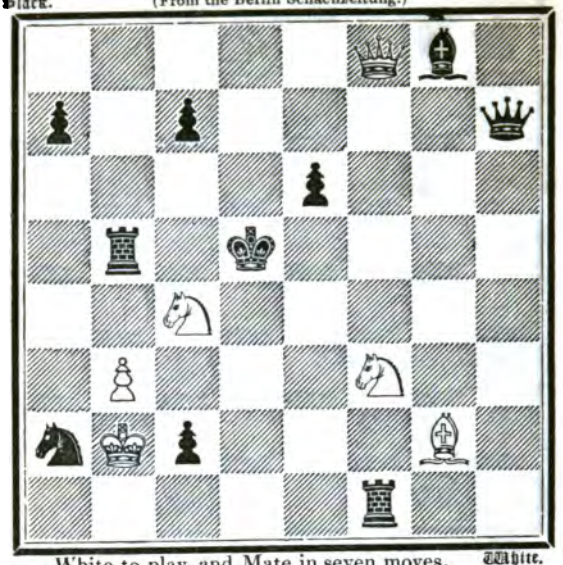
White to play, and Mate in five moves. White.

PROBLEM No. 179.

By M. Bonetti, of Modena.

(From the Berlin Schachzeitung.)

Black.



White to play, and Mate in seven moves. White.

PROBLEM No. 180.

By Mr. Kling.

Black.

White Mates in five moves. White.

THE

Chess Player's Chronicle.

No. 46. NEW SERIES. | SATURDAY, NOVEMBER 13, 1847. | PRICE THREEPENCE.

CHESS IN THE METROPOLIS.

Game in the Match between Captain Kennedy and Mr. ——, a brilliant Amateur of the London Club.

Black. (Mr. —.)	*White.* (Capt. K.)	*Black.* (Mr. —.)	*White.* (Capt. K.)
1. K. P. 2	K. P. 2	21. Q. to Q. B. 5th	K. B. to his sq.
2. K. B. P. 2	P. takes P.	22. Q. to Q. 4th	Q. Kt. P. 1 (*b*)
3. K. B. to Q. B. 4th	Q. to K. R. 5th, ch	23. Q. to K. 4th	K. B. to Q. B. 4th, ch.
4. K. to K. B. sq.	K. Kt. P. 2	24. K. to K. 2d	Kt. to K. 2d
5. Q. Kt. to B. 3d	K. B. to K. Kt. 2d	25. Q. B. to Q. 2d	K. to Q. B. 2d
6. Q. P. 2	Q. P. 1	26. B. to Q. B. 3d (*c*)	Q. to K. 3d
7. Q. Kt. to Q. 5th	K. to Q. sq.	27. Q. Kt. P. 2	B. to K. 6th
8. Q. Kt. to Q. Kt. 4th (*a*)	Q. B. to K. Kt. 5th	28. K. R. to Q. 6th (*d*)	Q. takes P. on K. Kt. 4th
9. K. Kt. to B. 3d	Q. to K. R. 4th	29. K. to K. B. sq.	Q. to K. R. 4th
10. Q. B. P. 1	K. Kt. to K. 2d	30. Kt. to K. Kt. sq.	Q. to K. R. 8th
11. K. R. P. 1	Q. B. P. 1	31. K. to K. 2d	B. takes Kt.
12. K. B. takes K. B. P.	Q. takes B.	32. Q. R. to Q. sq.	Q. to K. R. 4th, ch.
13. K. R. P. takes B.	K. R. P. 1	33. K. to K. B. sq.	B. to K. 6th (*e*)
14. K. P. 1	P. takes P.	34. K. P. 1 (*f*)	R. takes R.
15. P. tks. P., dis. ch.	K. to Q. B. sq.	35. R. takes R.	R. to Q. sq.
16. K. to K. B. 2d	Q. Kt. to Q. 2d	36. R. takes R.	K. takes R.
17. Q. to Q. 6th	Q. Kt. to Q. Kt. 3d	37. Q. to Q. 3d, ch.	K. to K. sq.
18. K. R. to Q. sq.	K. Kt. to Q. 4th	38. Q. to Q. 7th, ch.	K. to K. B. sq.
19. Kt. takes Kt.	Kt. takes Kt.	39. Q. to Q. 8th, ch.	Q. to K. sq.
20. Q. B. P. 1	K. R. to Q. sq	40. B. to K. Kt. 7th, ch.	

And White resigned.

Notes.

(*a*) This feeble play is very unlike the ordinary bold style of Black's attack.

(*b*) White manœuvres very ingeniously to extricate his poor Kt.

(*c*) The advance of the K. P. seems to offer some advantages to Black, by cramping his opponent.

(*d*) If this Rook be taken, Black wins the adverse Queen.

(*e*) White has managed to gain a piece, but his position is far from enviable.

(*f*) Very well played.

The following brilliant specimen of the K. Kt.'s Gambit is from the fine collection of Games played during this summer by Mr. HARRWITZ and Mr. S—s of the London Chess Club.

White. (Mr. H.)	*Black.* (Mr. S—s.)	*White.* (Mr. H.)	*Black.* (Mr. S—s.)
1. K. P. 2	K. P. 2	14. Q. Kt. to B. 3d	R. to Kt., ch.
2. K. B. P. 2	P. takes P.	15. K. to R. sq.	Q. to K. 3d
3. K. Kt. to B. 3d	K. Kt. P. 2	16. Kt. takes Kt.	K. to Q. sq.
4. K. B. to Q. B. 4th	K. B. to Kt. 2d	17. B. takes R. P.	Q. Kt. to Q. 2d
5. Q. P. 2	Q. P. 1	18. Kt. takes B.	Q. takes Kt.
6. Castles	K. R. P. 1.	19. Q. to K. 3d	Q. B. to K. 3d
7. K. Kt. P. 1	B. to K. R. 6th	20. Q. B. to K. Kt. 5th	R. takes B.
8. R. to B. 2d	K. Kt. to B. 3d	21. Kt. takes R.	B. to Q. 4th, ch.
9. P. takes P.	Kt. takes K. P. (*a*)	22. K. to Kt. sq.	Q. to K. Kt. 3d]
10. Q. to K. sq.	Q. P. 1	23. Q. R. to K. sq.	Q. B. P. 1
11. P. takes P.	K. B. P. 2	24. Q. Kt. P. 1	K. to Q. B. 2d
12. P. takes P. *en pas.*	B. takes P.	25. P. to Q. B. 4th	Q. R. to K. Kt. sq.
13. B. takes Q. P. (*b*)	Q. takes B.	26. K. R. P. 2	

Black resigns.

Notes.

(*a*) Bringing out the Kt. and capturing the K. P. thus, is a somewhat novel departure from the customary defence.

(*b*) Daring, apparently, but quite sound nevertheless.

To the Editor of the "Chess Player's Chronicle."

SIR,—In your "Chronicle" of the 16th of the present month, Calvi's Lessons are devoted to the consideration of Philidor's defence to the K. Kt. game.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1

The "Fifty-fifth opening" proceeds as follows:—

3. Q. P. 2	K. B. P. 2
4. Q. P. takes K. P.	K. B. P. takes P.
5. Kt. to his 5th	Q. P. 1

and then according to the "Variation" devised by the celebrated "Anonymous Modenese."

6. P. to K. 6th	K. Kt. to R. 3d
7. Q. to K. R. 5th, ch.	K. Kt. P. 1

At this point, your translator, Mr. Kenny, quoting Calvi, says, "As Walker justly remarks, it would have been good play also to bring out the Q. Kt. to B's 3d." I do not know where Walker so remarks. In his last edition, 1846, the move is decried as "unsound;" but it would seem that both in lauding and condemning it, he was, according to custom, only following the latest authority which came to hand. This, therefore, is quite unimportant. What I wish to learn is, how it was possible for Mr. Kenny when examining this move, and referring to authors who have written on it, to omit all mention of the perfect analysis which appears in the

recently published "Chess Player's Handbook," by which the excellence of the move is for the first time demonstrated, and that in a manner as convincing as it is elegant? It is so much the practice of players, however, to study only those openings most in vogue, that Mr. Kenny may have been unacquainted with the analysis in question; and as I have no doubt the majority of your readers are, I venture to entreat permission, at the risk of trespassing somewhat upon your limited space, to give the leading moves.*

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. B. P. 2
4. Q. P. takes P	K. B. P. takes P.
5. Kt. to K. Kt. 5th	Q. P. 1
6. P. to K. 6th	Kt. to K. R. 3d
† 7. Q. Kt. to B 3d	P. to Q. B. 3d

From this point, I proceed to quote from the "Chess Player's Handbook."

---

* In justice to Mr. Kenny, it is right to remark that he professes to give merely the translation of his author.

† The move advised by V. H. der Laza at this point is, 7. P. to K. B. 3d, and we are indebted to our correspondent for an opportunity of giving a variation in reply to it, which we have lately seen played, that certainly deserves attention.

In answer to his move, 7. P. to K. B. 3d, Von H. der Laza examines only the result of Black's playing, 7. Q. Kt. to B. 3d—K. P. takes B. P.; and, 7. K. B. to K. 2d; and in each case the advantage is gained by White; *e. g.*—

In the first place—

7. P. to K. B. 3d	Q. Kt. to B. 3d
8. B. to Q. Kt. 5th	Q. to her 3d
9. Q. Kt. to B. 3d	Q. B. takes K. P.
10. K. Kt. takes B.	Q. takes Kt.
11. Q. takes Q. P.	Q. takes Q
12. Kt. takes Q.	Castles
13. P. takes K. P.	

White has the advantage.

Secondly—

7. P. to K. B. 3d	K. P. takes B. P.
8. Q. takes B. P.	R. to K. Kt. sq.
9. Q. Kt. to B. 3d	P. to Q. B. 3d
10. Q. to K. B. 7th, ch.	Kt. takes Q.
11. P takes Kt., ch.	

And wins.

In the third place—

7. P. to K. B. 3d	K. B. to K. 2d
8. P. takes K. P.	B. takes Kt.
9. Q. to R. 5th, ch.	P. to K. Kt. 3d
10. Q. takes B.	Q. takes Q.
11. B. takes Q.	Kt. is moved
12. P. takes Q. P.	

White should win.

The defence, however, to which we allude, and that seems to have escaped the distinguished German, is for Black to reply with—7. K. B. to Q. B. 4th.

For a moment this appears to be advantageous to the opening player, who will win two Pawns, and have a favourable-looking position; but as we proceed farther in the game, it will be found, we think, to be a stronger defensive move than any one of the

This is considered by all the leading writers Black's best move. If he play instead, 7. K. B. to Q. Kt. 5th, the result is clearly in your favour: *e. g.*

	K. B. to Q. Kt. 5th
8. Q. to K. R. 5th, ch.	K. to B. sq.
9. Kt. to K. B. 7th	Q. to K. sq.
10. Q. takes Q. P.	Kt. takes Kt.
11. P. takes Kt.	Q. to Q. B. 3d
12. K. B. to Q. B. 4th	

and you retain the Pawn, and have a fine position.

In reply to his 7th move (P. to Q. B. 3d), two methods of play are at your command.

In the first place.

8. K. Kt. takes K. R. P.	Q. B. takes K. P. (*best*)

If he take the Kt. you check with your Q. at K. R. 5th, and win easily.

9. Kt. takes K. B.	K. takes Kt.
10. Q. Kt. takes K. P.	Kt. to K. Kt. 5th
11. K. Kt. to K. Kt. 5th	

with the better game.

In the second place.

8 K. Kt. takes K. P.	P. takes Kt.
9. Q. to K. R. 5th, ch	P. to K. Kt. 3d
10. Q. to K. 5th	K. R. to Kt. sq.
11. B. takes K. Kt.	B. takes B.
12. Q. R. to Q. sq.	Q. to K. 2d

The move now given to White by Bilguer, Von H. der Laza, and other leading authors, is 13. K. B. to Q. B. 4th; whereupon Black replies with 13. K. B. to Kt. 2d, then takes the Kt. check, and gets a decided advantage."

The author then proposes, that instead of playing 13. K. B. to Q. B. 4th, White should now take the K. P. with his Kt., the consequences of which are followed out with remarkable precision and ingenuity.

"13. Kt. takes K. P.	Q. B. takes P.

This appears to be his best move. 13. K. B. to Kt. 2d is obviously bad, on account of 14. Kt. to Q. 6th, ch., and when the King moves to B. sq., 15. Q. to K. B. 4th, ch. If, instead of taking the Pawn with the Bishop, he play 13. Q. takes P. the following moves shew clearly that the game is in your favour.

	Q. takes K. P.
14. Q. to her 4th	Q. to K. 2d

(If he play 14. B. to K. Kt. 2d, you check first* at Q.s 8th, afterwards at Q. B. 7th, and

---

three first considered. In this place we have room only for a few moves, but hope to continue the variations in an early number.

7. P. to K. B. 3d	B. to Q. B. 4th
8. P. takes K. P. (the most feasible move)	Castles
9. P. takes Q. P., (or A)	R. to K. B. 4th

And White has a difficult game before him.

(A)

9. Q. takes Q. P.	Q. to K. 2d
10. B. to Q. B. 4th	Q. Kt. to B. 3d

And again, in spite of his numerical superiority in Pawns, White's position is somewhat perilous.—Ed. of C. P. C.

* I have taken the liberty of making a slight interpolation here. The words "first at Q.'s 8th" were evidently omitted in the "Handbook" by mistake.

then whether he interpose the Kt. or Q. or B., by playing B. to Q. B. 4th, you win; if 14. R. to B. sq. you can attack his Q. with the Bishop, and have an irresistible game.)

15. B. to K. 2d

Castling afterwards, and with his King so exposed, you must win.

He has the choice, however, at his 14th move, of another not very obvious mode of playing, which seems to prolong his defence considerably: this is:—

14. P. to Q. Kt. 4th

(By this move your threatened check at Queen's 8th becomes useless, because it cannot in this case be followed at the proper moment by B. to Q. B. 4th. The correct reply for you now appears to be)—

15. B. to K.'s 2d — B. to Q.'s 2d

(This, or Kt. to Q.'s 2d, is his best move; but in every case you gain a piece in return for the one before given up, with a Pawn more, and at least an equal position.)

16. B. to K. Kt. 4th — Q. to K. 2d
17. Castles — B. takes B.
18. Kt. to Q. 6th, ch. — K. to B. sq.
19. Q. takes B.

You afterwards attack the Q. with your K. R., and nothing can withstand your position."

Having disposed of the variations arising from Black's taking the K. P. with Q. the "Handbook" proceeds thus:—

14. R. to Q. 6th* — Q. B. to K. B. 4th

If instead of this he (Black) play, 14. K. to B. 2d, you take the B. (with R.), and if the Q. retake, play B. to Q. B. 4th, winning his Q. next move. If he move 14. B. to K. B. 2d you win his Q. and B., or Mate in three moves.† If he play 14. B. to Q. 2d, you can check with the Kt.; should he then go with his K. to B. sq. you take K. R. P., ch. (He cannot take the Knight without losing his Queen.) Then again check at B.'s 6th with the Kt., then take Q. with Q., ch., and R. with Kt., ch., winning the K.'s B., and remaining with equal Pieces in a better situation and two Pawns more than he has. But if he play, 15. K. to Q. sq. instead of to B. sq. your best move, apparently, is to exchange Queens, then take the Rook with the Kt., ch., and afterwards taking the K.'s B. have a Pawn more and a better position. In lieu of moving the Bishop either to K. B.'s 2d or to Queen's 2d on the 14th move he may play it to Queen's 4th, in which case you simply take it with your Rook, winning a Piece if he take Q. with Q., or if he prefer to take the Rook you check with your Kt. at B.'s 6th, then exchange Queen's, afterwards winning both K. R. and Bishop.

15. Kt. to B. 6th, ch. — K. to B. sq. (best)
16. R. to Q. 8th, ch. — K. to B. 2d

Should he take the Rook, you answer with 17. Kt. takes K. R. P., ch., and then B. to Q. B. 4th, ch.

17. B. to Q. B. 4th, ch. — B. to K. 3d (best)
18. Kt. takes R. and wins.

Or you may exchange Queens and Bishops, and then take the Rook.

---

* An excellent stroke of play. It is upon this ingenious *coup de repos*, in fact, that all the variations turn.

† Prettily enough. (*e. g.*)

B. to K. B. 2d
15. Kt. to B. 6th, ch. — K. to B. sq.
16. R. to Q. 8th, ch.

I will not, sir, add to the length of this epistle by any further observations on the above analysis, but conclude by expressing a hope that is felt, I believe, by Chess players, universally, that the future lessons of Signor Calvi will be enriched by those explanatory and critical comments from your own pen, which were promised in the prospectus, and which would give to the lessons a tenfold value and importance. With many thanks for the instruction and delight I have experienced from your labours in the Chess field,

I subscribe myself obediently yours,

October, 1847. "SEPTIMUS."

DEATH OF MR. DIZI, THE CELEBRATED HARPIST.

It is with feelings of more than ordinary sadness, that we communicate the intelligence of the demise of this old and respected member of the Chess fraternity, who expired a few days since at Paris, after a short illness, in his 67th year. Mr. Dizi was for many years a resident in London during the period of Sarratt's celebrity, and enjoyed the advantage of competing both with that great player and the most eminent of his contemporaries. He subsequently returned to Paris, and joined the *Cercle des Echecs*, where the kindliness of his disposition, and the amiability of his manner, won him the regard and esteem of all with whom he came in connexion. In his profession as a musical man he had attained the very highest rank; and although, as a Chess player, he was remarkable rather for enthusiasm than towering skill, he deserves, we think, and will retain, a grateful place in the memory of British Chess players, for his generous sympathy in the cause of their countryman, Mr. Staunton, during the famous match in 1843. By us the recollection of his unwearying goodness on that occasion can never be forgotten, and the remembrance of it will long render his loss a subject of deep regret.

SOLUTIONS TO PROBLEMS IN No. 40.

No. 157.

White.	*Black.*
1. Q. to K. B. 5th, ch.	K. takes Q. (best)
2. R. from R. 7th to B. 7th, ch.	K. to Q. 4th
3. K. B. to B. 6th, ch.	K. to B. 4th
4. K. B. takes R., dis. ch.	K. to Kt. 4th
5. K. B. to B. 6th, ch.	K. to B. 4th, (best)
6. K. B. to K. 8th, dis. ch.	K. to K. 4th
7. K. B. takes R.	

Mate.

No. 158.

White.	*Black.*
1. Kt. to K. Kt. 7th, ch.	Kt. takes Kt. (best)
2. B. takes Kt., ch.	Q. takes B. (best)
3. Kt. to K. 5th	K. R. P. 2 (best)
4. K. Kt. P., ch.	P. takes P.
5. Kt. to K. B. 7th	Any move
6. Kt. mates.	

No. 159.

White.	*Black.*
1. Q. to K. 6th, ch.	R. to K. 4th (best).
2. R. to Kt. 4th, ch.	R. to Q. 5th
3. B. to Q. 3d, ch.	K. takes B.
4. Q. to Q. Kt. 3d, ch.	K. to K. 5th
5. Kt. to Kt. 3d, ch.	P. takes Kt.
6. Q. to K. B. 3d	

Mate.

No. 160.

White.	*Black.*
1. R. to Kt. 5th, ch.	Kt. takes R. (best)
2. P. to B. 4th, ch.	P. takes P. *en passant*
3. Kt. to Q. 6th, ch.	K. to R. 4th (best)
4. P. to Kt. 4th, ch.	K. takes P.
5. Kt. to B. 6th	

Mate.

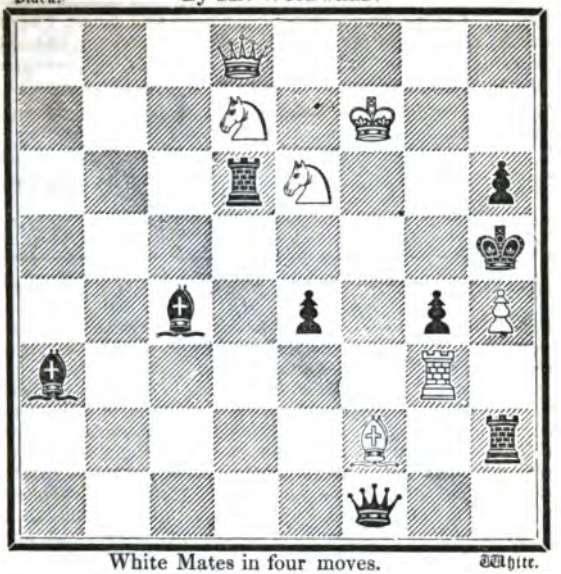
NOTICES TO CORRESPONDENTS.

"F. R. S."—We have heard the report of Mr. Des. Chappelle's decease, but have not yet received any authenticated account of it from Paris.

PROBLEM No. 181.

By Mr. WOODWARD.

Black.

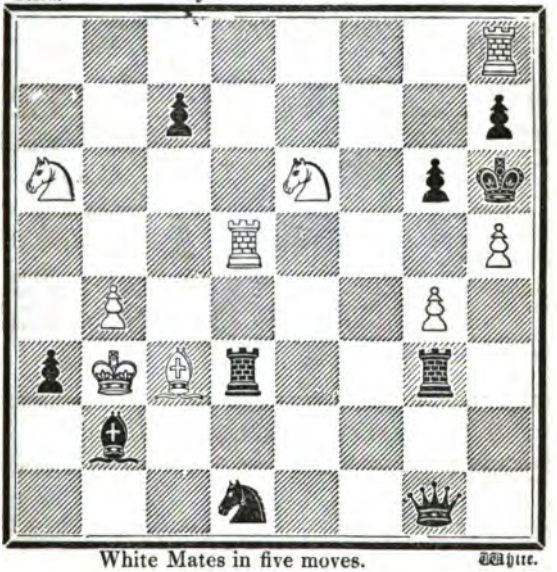


White Mates in four moves. White.

PROBLEM No. 182.

By MR. WOODWARD.

Black.



White Mates in five moves. White.

PROBLEM No. 183.

By Mr. H. J. C. ANDREWS.

Black.

White to play, and Mate in five moves. White.

PROBLEM No. 184.

By Mr. H. J. C. ANDREWS.

Black.

White to play, and Mate in four moves. White.

THE

Chess Player's Chronicle.

No. 47. NEW SERIES. | SATURDAY, NOVEMBER 20, 1847. | PRICE THREEPENCE.

CHESS IN LIVERPOOL.

The accompanying two games were recently played between Mr. PERIGAL, the Hon. Secretary of the London Chess Club, and Mr. SPENCKLEY, the Hon. Secretary of the Club at Liverpool.

White. (Mr. P.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2
2. K. B. P. 2	P. takes P.
3. K. Kt. to B. 3d	K. Kt. P. 2
4. K. R. P. 2	K. Kt. P. 1
5. Kt. to K. 5th	K. R. P. 2
6. B. to Q. B. 4th	K. Kt. to R. 3d
7. Q. P. 2	Q. P. 1
8. Kt. to Q. 3d	P. to K. B. 6th
9. K. Kt. P. 1	Q. P. 1
10. B. takes P.	Q. B. P. 1
11. Q. B. P. 2 (*a*)	P. takes B.
12. Q. B. P. takes P.	Q. to Q. Kt. 3d
13. B. to K. 3d	B. to K. Kt. 2d
14. Kt. to Q. B. 3d	B. to Q. 2d (*b*)
15. Q. to Q. 2d	B. takes Q. P.
16. B. takes B.	Q. takes B.
17. Castles on Q. side	Q. to K. Kt. 2d
18. Kt. to K. B. 4th	K. Kt. to Kt. sq.
19. K. P. 1	Q. Kt. to R. 3d
20. K. P. 1	P. takes P.
21. P. takes P.	B. to Q. B. 3d
22. Q. to Q. 6th	Q. to K. 2d
23. Q. to Q. 4th	Q. to K. B. 3d
24. Q. to K. 3d	Kt. to K. 2d
25. R. to Q. 2d	K. Kt. to B. 4th
26. Q. to K. B. 2d	Castles
27. K. R. to K. sq.	Q. Kt. to B. 2d
28. Kt. takes K.R.P.	Q. to R. 3d
29. Kt. to K. B. 4th	Kt. takes K.Kt.P.
30. Kt. to Q. 3d	Kt. to K. 7th, ch. (*c*)
31. Kt. takes Kt.	P. takes Kt.
32. Q. takes P.	B. to K. B. 6th
33. Q. to K. 5th	Q. to K. B. 3d (*d*)
34. K. P. 1 (*e*)	Q. to Q. B. 3d, ch.
35. R. to Q. B. 2d	Q. to K. R. 3d, ch.
36. K. to Kt. sq.	K. R. to K. sq.
37. Q. takes Kt.	Q. to R. 2d
38. R. to K. 3d	Q. Kt. P. 2
39. Q. to K. 5th	Q. Kt. P. 1
40. R. to Q. B. 5th	B. to K. 7th
41. Q. to K. 6th, ch.	K. to R. sq.
42. Q. to K. B. 6th, ch.	Q. to Kt. 2d
43. R. to K. R. 5th	

And wins.

Notes.

(*a*) Novel, at least, and offering an agreeable variety in carrying on the attack.
(*b*) Taking the Q. P. would have cost Black a piece.
(*c*) We should have preferred returning this active auxiliary to the B. 4th.
(*d*) A grave fault well taken advantage of by Mr. Perigal.
(*e*) The correct move. After this, Black is without resource.

Between the same Players.

White. (Mr. S.)	*Black.* (Mr. P.)	*White.* (Mr. S.)	*Black.* (Mr. P.)
1. K. P. 2	K. P. 2	23. Q. Kt. P 1	Q. R. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	24. K. Kt. P. 1.	Q. B. to B. 4th
3. Q. P. 2	P. takes P.	25. R. to K. 6th (*c*)	B. takes R.
4. K. B. to Q.B. 4th	B.to Kt. 5th, ch.	26. P. takes B.	Q. to K. 2d
5. Q. B. P. 1	P. takes P.	27. B. to Q. 5th	K. R. to K. sq.
6. Castles	Q. P. 1	28. Kt. to Q. B. 4th	Q. to Q. B. 2d
7. Q. R. P. 1	P. to Q. B. 7th	29. Q. to K. 3d	Kt. to K. 2d
8. Q. tks. Q. B. P.	B. to R. 4th	30. Kt. tks. Q. Kt. P.	Kt. takes B.
9. Q. Kt. P. 2	B. to Q. Kt. 3d	31. Kt. takes Kt.	Q. to B. 4th
10. Q. to Kt. 3d	Q. to K. 2d	32. Q. takes Q.	P. takes Q.
11. B. to Kt. 2d	Kt. to K. B. 3d	33. Kt. to B. 7th	K. to B. sq.
12. Q. Kt. to B. 3d	Castles	34. K. to B. 2d	Q. R. to B. sq.
13. Kt. to Q. 5th	Kt. takes Kt.	35. Kt. takes K. R.	K. takes Kt.
14. P. takes Kt.	Kt. to Q. sq.	36. K. B. P. 1	Q. Kt. P. 1
15. Q. R. P. 1	Q. R. P. 1	37. R. to Q. sq.	R. to B. 2d
16. K. R. to K. sq.	Q. to Q. 2d	38. R. to Q. 6th	R. to Kt. 2d
17. R. to K. 4th	K. B. P. 1	39. K. to K. 3d	K. to K. 2d
18. Q.R. to K. sq. (*a*)	Kt. to B. 2d	40. R. to Q. B. 6th	K. to Q. sq.
19. B. to Q. 4th	Kt. to K. 4th	41. K. to K. 4th	K. to K. sq.
20. B. takes B.	P. takes B.	42. R. to B. 8th, ch.	K. to K. 2d
21. Kt. to Q. 2d (*b*)	Q. to K. B. 2d	43. K. to Q. 5th	
22. K. B. P. 2	Kt. to K. Kt. 3d		

And wins.

Notes.

(*a*) White has now a most powerful attack, every Piece in play, while the adverse side has half his men locked up.

(*b*) To Q. 4th, would perhaps have been preferable.

(*c*) Very well conceived.

A capital little game at odds, between Mr. Buckle and Mr. Brown, the former giving the Q. R.

(*Remove Black's Q. R. from the board.*)

Black. (Mr. B.)	*White.* (Mr. B.)	*Black.* (Mr. B.)	*White.* (Mr. B.)
1. K. P. 2	K. P. 2	11. Q. Kt. to his 5th	Q. to her Kt. 3d
2. K. Kt. to B. 3d	K. Kt. to B. 3d	12. Q. B. to K.B. 4th	Q. Kt. to R. 3d
3. Q. P. 2	P. takes P.	13. QKt.toQ.6th,ch.	K. to B. sq.
4. K. P. 1	Kt. to K. 5th	14. KKt.toKt.5th(*b*)	Q. to her sq.
5. K. B. to Q. 3d	Kt. to Q. B. 4th	15. Q. to her B's. 4th	Q. B. to K. 3d
6. Castles	Kt. takes B.	16. R. takes B.	B. takes Q. Kt
7. Q. takes Kt.	Q. P. 1	17. Kt. tks. K. B. P.	Q. to her 2d
8. K. R. to K. sq.	B. to K. 2d	18. B. takes B., ch.	K. to Kt. sq.
9. P. takes P.	Q. takes P.	19. Kt.toK.R.6th,ch.	P. takes Kt.
10. Q. Kt. to R. 3d	Q. B. P. 2 (*a*)	20. R. to K. Kt. 6th	

And wins.

[*Notes.*

Notes.

(*a*) This move enables Black to mature his attack

(*b*) Profoundly calculated. White cannot take either of the Kts. without losing the game immediately—for example, suppose, firstly,

14.		B. takes Q. Kt.
15.	Q. to her B. 4th	B. to K. 3d (best.)
16.	R. takes B.	

And mate is inevitable.

Secondly,

14.		B. takes K. Kt.
15.	Q. to her B. 4th	B. to K. 3d, (best.)
16.	R. takes B.	

Winning easily.

CHESS IN BRIGHTON.

Game between Captain KENNEDY and Mr. D— of the Brighton Chess Club, the former giving his K. Kt. and "the move."

(*Remove Black's K. Knight.*)

White. (Mr. D.)	*Black.* (Capt. K.)	*White.* (Mr. D.)	*Black.* (Capt. K.)
1. Q. P. 2	Q. B. P. 2	22. Q. to Q. R. 3d	K. R. P. 1 (*b*)
2. Q. B. P. 1	Q. P. 2	23. K. Kt. to Q. 6th, ch.	Q. takes Kt.
3 Q. P. takes P.	K. P. 1	24. Q. takes Q.	Q. R. tks. R., ch.
4. Q. Kt. P. 2	Q. R. P. 2	25. Kt. to K. B. sq. (*c*)	K. R. to Q. B. 8th (*d*)
5. K. P. 1	P. takes P.	26. K. Kt. P. 1	K. R. tks. Kt., ch.
6. P. takes P.	Q. Kt. P. 1	27. K. to Kt. 2d	K. R. to K. Kt 8th, ch.
7. Q. B. to Q. Kt. 2d	Q. Kt. P. takes P.	28. K. to B. 3d	Q. R. to Q. Kt. 2d
8. P. takes P.	Q. to Q. R. 4th, ch.	29. Q. R. P. 1	K. R. to Q. R. 8th
9. Q. interposes	Q. takes Q. B. P.	30. Q. to Q. R. 6th	Q. R. to Q. 2d
10. Q. R. P. 2	Q. B. to Q. R. 3d	31. Q. to Q. B. 6th	Q. R. to Q. R. 2d
11. Q. B to Q. R. 3d	Q. to Q. Kt. 3d	32. K. R. P. 2	K. R. P. 1
12. Q. B. takes B.	K. takes B.	33. K. to Kt. 2d	K. R. tks. Q. R. P.
13. K. B. takes B.	Kt. takes B	34. Q. to Q. B. 2d	K. R. to Q. R. 7th
14. K. Kt. to K. 2d	Kt to Q. B. 4th	35. Q. to Q. Kt. 3d	K. R. to K. 7th
15. Castles	Kt. to Q. Kt. 6th	36. K. to B. 3d	Q. R. to Q. R. 7th
16. Q. to Q. Kt. 2d	Q. R. to Q. Kt. sq.	37. Q. to Q. Kt. 7th, ch.	K. to Kt. 3d
17. K. Kt. to Q. 4th (*a*)	Kt. takes Q. R.	38. Q. to Q. Kt. sq., ch.	Q. R. interposes
18. Q. takes Kt.	K. B. P. 1	39. Q. to K. B. sq.	R. tks. K. B. P., ch.
19. Q. Kt. to Q. 2d	K. to K. B. 2d	40. Q. takes R.	R. takes Q., ch.
20. R. to Q. Kt. sq.	Q. to Q. R. 3d	41. K. takes R.	
21. K. Kt. to Q. Kt. 5th	K. R. to Q. B. sq.		

And White lost the game.

Notes.

(*a*) Badly played. Q. R. to Q. R. 3d was the proper move.

(*b*) The object of this *coup de repos* was to leave White the tempting check of "Kt. to Q. 6th."

(*c*) If Kt. had taken R., White was obviously mated on the move.

(*d*) All this required nice calculation. Before permitting White to check with his Kt. on his 23d move, it was necessary for Black to assure himself that his K. would be in time to stop the Q. R. P. from "queening" in the event of his adversary's subsequently exchanging his Q. for the two Rooks.

CHESS INTELLIGENCE.

A new Chess Club has just been established at Birmingham, which bids fair to become hereafter one of the most important of the provincial institutions for the practice of the game.

The result of the play between Captain Kennedy and the brilliant Amateur of the London Chess Club, in their second match, is as follows:—

Captain Kennedy - - - 6 | Mr. —— - - - - - 3
Drawn - - - - - - - 0

The match is not yet concluded.

By a communication just received from Von H. der Laza, we learn that his little "Guide for Chess Players" is printed, but will not be published till the end of the year. We are gratified to hear also that this distinguished critic is at present engaged on an analytical review of Mr. Staunton's new "Handbook," a commentary which cannot fail to prove as instructive as it will be interesting.

SOLUTIONS TO PROBLEMS IN No. 41.

No. 161.

White.	*Black.*
1. Kt. to K. 2d	Black's moves are all forced.
2. B. to Q. B.	
3. K. to Q. 4th	
4. B. to K. R. 6th	
5. K. to K. 3d	
6. K. to K. B. 2d	
7. K. to K.	
8. K. to Q.	
9. Kt. to Q. B. 3d	

Mate.

No. 162.

White.	*Black.*
1. R. takes R P., ch.	R. takes R. (best)
2. K. B. P. 1	Q. tks P., ch. (best) *
3. R. covers, dis. ch.	Q. takes B.
4. K. to R. 2d	Any move
5. R. to R. 3d	

* If R. to K. 4th, or Kt. to K. 3d, you move K. to R. 2d, and mate next move.

No. 163.

White.	*Black.*
1. Q. to K. B. 6th, ch.	K. to R. 3d
2. Q. to K. R. 8th, ch.	K. to Kt. 2d
3. Kt. to R. 3d, ch.	Q. takes Kt.
4. Q. to K. R. 6th, ch.	K. takes Q.
5. B. to B. 4th, ch.	Kt. takes B.

Mate.

No. 164.

White.	*Black.*
1. B. to Q. 7th, ch.	K. moves
2. B. to Q. B. 8th, ch	K. moves
3. B. takes K. R. P., ch.	K. moves
4. B. to Q. B. 8th, ch.	K. moves
5. B. to K. B. 5th, ch.	K. moves
6. K. to K. Kt. 6th, ch.	R. takes R.
7. B. to K. 4th, ch.	B. takes B.

Mate.

NOTICES TO CORRESPONDENTS.

"G. F."—Is thanked for his correction.

"G. C.," Birmingham—Was replied to by letter.

"Sigma."—You are quite rtght; both Mr. Kling and Mr. Andrews appear to have been napping over their Problems, 157 and 158.

"R. T. W.," Lisbon.—Always acceptable. The best shall have an early place.

"R. W." B— Hall.—Simple, but ingenious. Full particulars of the "companion" anon.

"Ambulator."—It seems correct, and shall appear by-and-bye.

"Septimus."—Well meant, we are sure, but is it necessary? The work has already attained a triumphant success, and may now be left to itself. With regard to the projected articles for the "Chronicle," you are quite right, and we shall not willingly let the suggestion die.

CALVI'S ELEMENTARY LESSONS.

Continued from page 356.

Walker remarks that in this position you have three methods of attack, namely—

1st. by giving check with Q. at K. R. 5th. Secondly, by taking K. R. Pawn with Kt., and Thirdly, by bringing out the Q. Kt. to B. 3d.

As to the first, which gives you the superior game, we have already spoken of at page 332; as to the second, it is easy to see that Black would acquire the better game by taking K. P. with Q. Bishop; and as to the third, we shall see the result in the following moves.

7. Q. Kt. to B. 3d	Q. B. P. 1
8. K. Kt. tks. K. P.	P. takes Kt.
9. QtoK.R.5th,ch.	K. Kt. P. 1
10. Q. to K. 5th	R. to Kt.
11. B. takes Kt.	B. takes B.
12. Q. R. to Q.	Q. to K. 2d
13. K.B. to Q.B.4th	B. to K. Kt. 2d
14. Q. takes K. P.	B. takes Kt., ch.
15. P. takes B.	Q. Kt. P. 2
16. B. to Q. Kt. 3d	Q. R. P. 2
17. Q. R. P. 2	P. takes P.
18. B. to Q. B. 4th	

In this position, Black has a superiority of force, but an inferiority of position.

Seventy-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 1
3. Q. P. 2	K. Kt. to B. 3d
4. Q. Kt. to B. 3d	Q.B. to Q.Kt. 5th

Had Black, instead of playing Q. B. to Q. Kt. 5th, brought out his Q. Kt. to B. 3d, you should move your K. B. to Q. Kt. 5th.

5. P. takes P.	B. takes Kt.
6. Q. takes B.	P. takes P.
7. Q.B. toK.Kt.5th	K. B. to K. 2d
8. B. takes Kt.	B. takes B.
9. Q. R. to Q.	Q. Kt. to Q. 2d

You bring your Rooks into play before your adversary, which gives you the better game.

We will now sum up what may be definitively thought of this opening, from the authors whose games have been examined in our three last lessons.

Although the greater number of these authors agree in saying that Q. P. 1 sq., played by the second player at his second move, is a weak move, nevertheless there are two of the most celebrated who contend that it is the only good move to reply to the bringing out of the K. Kt. to B. 3d. These two writers are, Lopez and Philidor; but the former has not taken into account that the first player can move his Q. P. two squares at his third move.

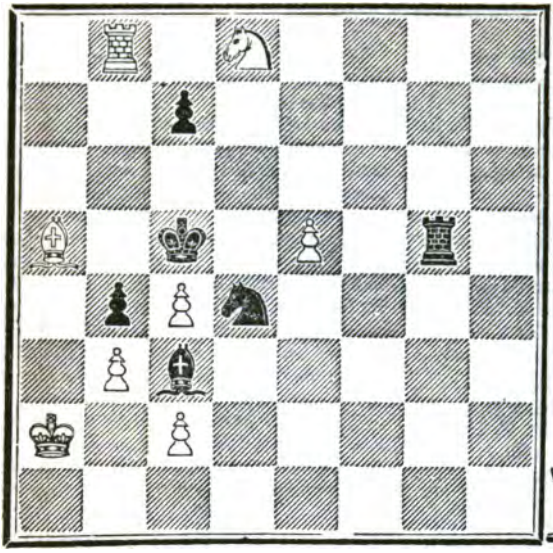
The latter having supposed this move, and having endeavoured to shew that the second player could win the game, has been refuted by the Anonymous of Venice, as has been shewn at page 332. Cozio and Ponziani, acknowledge this move to be good, without saying that it is the best; the latter even says that the reply of Q. Kt. to B. 3d is preferred by him. Lewis, after calling it a bad move in the First and Second Series of his Lessons, changes his opinion in his New Treatise, and acknowledges it to be nearly as good as Q. Kt. to B. 3d. Le Calabrois, Dal Rio, Lolli, Sarratt, and Walker, call this move weak.

Lastly, Labourdonnais, whose knowledge on this game has been admired by his contemporaries, agrees with the latter, and we have often heard him reproach Boncourt for shutting up his K.'s B., to which Boncourt replied that he would soon bring it into play; which really happened, when he played with those who knew little of the game.

After this explanation, I believe that we may come to the conclusion that this move is sustainable, but it leaves the superiority in the hands of the first player for a long time, which renders the defence difficult and embarrassing.

End of Nineteenth Lesson.

PROBLEM No. 39.



White to mate in three moves.

CALVI.

PROBLEM No. 40.

White.

K. on Q. Kt. 4th
Q. on K. R. 6th
R. on Q. 5th
Kt. on Q. B. 6th
P. on Q. Kt. 6th

Black.

K. on Q. R. sq.
Q. on K. R. 4th
R. on K. B. 7th
R. on K. B. 2nd
Pawns on K. 4th, K. 5th, Q. Kt. 6th, and K. Kt. 3d.

White to mate in 3 moves.

TWENTIETH LESSON.

Second Section.

K. Kt. at 2d move.

Seventy-sixth Opening.

White.	*Black.*
1. K. P. 2	K. P 2
2. K. Kt. to B. 3d	Q. P. 2

This defence, which is passable if the Italian law of the game be followed, is not sustainable in the regular game. This opening, as also the two consecutive openings, are taken from Ponziani, p. 89.

3. Kt. takes P.	Q. to K. 2d

Instead of taking Pawn with Knight, you could capture Q. P. with Pawn, or bring out your Q. Kt. to B. 3d. (See the next two openings.)

4. Q. P. 2	K. B. P. 1
5. K. Kt. to his 4th	B. takes Kt.

Had you withdrawn the Kt. either to Q. 3d or K. B. 3d, Black could take Pawn with Pawn, attacking the Kt.; and if, instead of playing the Knight, you had checked with Queen at K. R. 5th, you would have lost a piece.

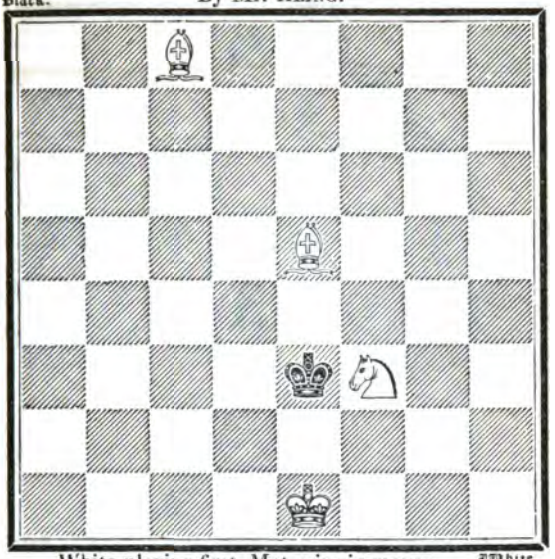
6. Q. takes B.	Q. takes K.P., ch.
7. Q. takes Q.	P. takes Q.

In this situation the game may be considered equal.

PROBLEM No. 185.

By Mr. KLING.

Black.

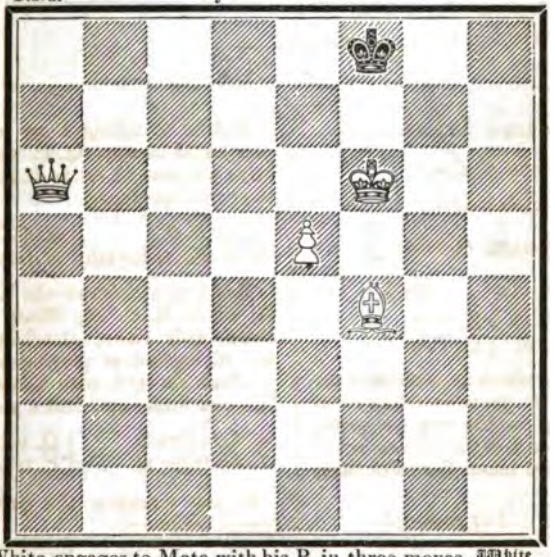


White playing first, Mates in six moves. White.

PROBLEM No. 186.

By Mr. KLING.

Black.

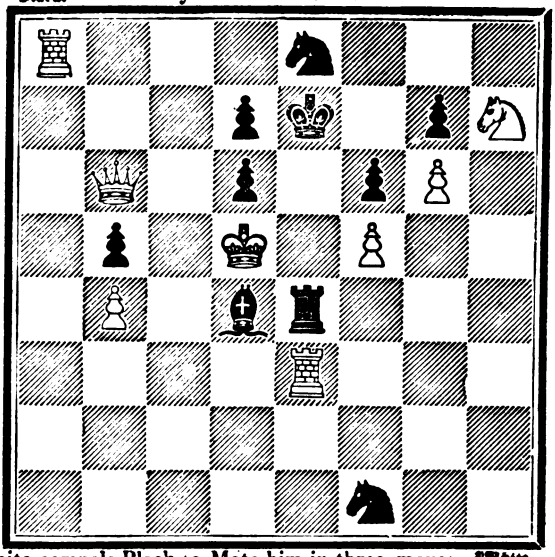


White engages to Mate with his P. in three moves. White.

PROBLEM No. 187.

By Mr. G. W. MEDLEY.

Black.



White compels Black to Mate him in three moves. White.

PROBLEM No. 188.

By HERR KLING.

Black.

White forces Black to stalemate him in six moves. White.

THE

Chess Player's Chronicle.

No. 48. NEW SERIES. | SATURDAY, NOVEMBER 27, 1847. | PRICE THREEPENCE.

CHESS IN BRISTOL.

A game recently won by Mr. Withers, of one of the best players in the Bristol Club.

White.	*Black.*	*White.*	*Black.*
1. K. P. 2	K. P. 2	19. P. takes P., ch.	K. takes P.
2. K. Kt. to K. B. 3d	Q. Kt. to Q. B. 3d	20. Q. to Q. Kt. 5th, ch.	K. to K. 3d
3. K. B. to Q. B. 4th	K. Kt. to K. B. 3d (*a*)	21. Q. B. to K. B. 4th	Q. R. P. 1
4. K. Kt. to Kt. 5th	Q. P. 2	22. Q. P. 1, ch.	K. to K. 2d
5. P. takes P.	Kt. takes P. (*b*)	23. Q. to B. 5th, ch.	K. home
6. Kt. takes K. B. P.	K. takes Kt.	24. Q. P. 1	Q. to K. 3d
7. Q. to K. B 3d, ch.	K. to K. 3d	25. Q. R. to Q. Kt. sq.	K. R. P. 1
8. Q. Kt. to B. 3d	Q. Kt. to Kt. 5th (*c*)	26. B. to K. Kt. 3d (*f*)	K. R. P. 1
9. Q. to K. 4th	Q. B. P. 1	27. B. to K. R. 4th	K. R. to Kt. sq.
10. Q. R. P. 1	Q. Kt. to Q. R. 3d	28. B. to K. Kt. 5th	Q. B. to Q. 2d
11. Q. P. 2	Q. to Q. 3d	29. R. takes Q. Kt. P.	Q. R. to B. sq.
12. K. B. P. 2 (*d*)	Q. Kt. to B. 2d	30. R. to Q. B. 7th	Q. R. to Q. Kt. sq.
13. Castles (*e*)	K. to Q. 2d	31. Q. to Q. R. 7th	Q. R. to Q. B. sq.
14. K. B. P. takes P.	Q. to K. Kt. 3d	32. R. takes R., ch.	B. takes R.
15. Q. to K. 2d	Kt. takes Kt.	33. Q. to Kt. 6th	Q. to Q. 2d
16. P. takes Kt.	Kt. to Q. 4th	34. Q. B. P. 2	K. Kt. P. 1
17. B. takes Kt.	P. takes B.	35. Q. B. P. 1	R. to Kt. 2d
18. Q. B. P. 1	K. to K. 3d	36. K. P. 1	

And wins. (*g*)

Notes.

(*a*) This produces the Two Knights' game, an opening well known to be disadvantageous to the second player.

(*b*) Cozio's move of Q. Kt. to Q. R. 4th is preferable, we believe, to taking the P.

(*c*) Not so good as Q. Kt. to K. 2d.

(*d*) The usual move is B. to K. B. 4th; yet the present, so powerful is the attack, may be made with almost equal effect.

(*e*) Better to have taken the K. P. with B. P. first, and have driven the Q. to a bad station.

(*f*) To play K. R. to B. 6th, if Black advance his K. Kt. P.

(*g*) The attack is kept up unflinchingly all through, and despite his having a Piece more to the end. Black has never a hope of escape.

CHESS IN LIVERPOOL.

Two brilliant little skirmishes between Mr. MONGREDIEN, the President of the Liverp ol Chess Club, and Mr. B, an Amateur from Havre.

White. (Mr M.)	*Black.* (Mr. B.)	*White.* (Mr. M.)	*Black.* (Mr. B.)
1. K. P. 2	K. P. 2	13. K. P. 1	Q. P. 1
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th	14. K. B. to Kt. 5th	P. takes P.
3. Q. Kt. P. 2	B. takes Q. Kt. P.	15. Q.B. to K.Kt. 5th	Q. to her B. sq.
4. K. B. P. 2	P. takes P. (*a*)	16. Kt. to K. R. 4th	Q. B. to R. 4th
5. K. Kt. to B. 3d	Q. Kt. to B. 3d	17. Kt. to K. B. 5th	K. Kt. P. 1
6. Castles	Q. P. 1	18. Kt. to Kt. 7th, ch.	K. to B. sq.
7. Q. B. P. 1	B. to Q. R. 4th	19. P. to K. 6th, (*c*)	K. B. P. 2
8. Q. P. 2	B. to Q. Kt. 3d	20. Kt. takes P.	P. takes K. R. P.
9. Q. B. takes P. (*b*)	Q. B. to K. Kt. 5th	21. Kt. to Q. 6th, dia. ch	Kt. to B. 3d
10. K. R. P. 1	B. to K. R. 4th	22. R. takes Kt., ch.	K. to Kt. sq.
11. K. Kt. P. 2	B. to K. Kt. 3d	23. R. takes P., ch.	
12. Q. Kt. to Q. 2d	K. R. P. 2		

And Black surrenders.

Notes.

(*a*) Imprudent. La Bourdonnais' counter-move of Q. P. two, is much better.
(*b*) White is minus a Pawn; but his position richly compensates him.
(*c*) All this extremely well played.

Between the same Players.

White. (Mr. M.)	*Black.* (Mr. B.)	*White.* (Mr. M.)	*Black.* (Mr. B.)
1. K. P. 2	K. P. 2	15. B. to Kt. 5th	Q. to her B. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	16. B. to B. 6th, ch.	K. to Kt. sq.
3. Q. P. 2	P. takes P.	17. Q. R. to K. sq.	B. takes Kt.
4. K. B. to Q. B. 4th	K. B. to Q. B. 4th	18. P. takes B.	Q. to K. 3d
5. Kt. to K. Kt. 5th	K. Kt. to R. 3d	19. Q. to K. Kt. 3d	R. to K. B. sq.
6. Kt. takes K. B. P.	Kt. takes Kt.	20. Q. to Kt. 5th	R. to B. 2d
7. B. takes Kt., ch.	K. takes B.	21. K. R. P. 2	Q. R. to K. B. sq.
8. Q. to R. 5th, ch.	K. Kt. P. 1	22. K. P. 1	Kt to K. 2d
9. Q. takes B.	Q. P. 1	23. K. R. P. 1	Q. B. P. 2 (*c*)
10. Q. to R. 3d	R. to K. sq.	24. K. R. to B. 3d	Q. Kt. P. 2
11. Kt. to Q. 2d. (*a*)	P. to Q 4th	25. Q. R. to K. B. sq.	R. to K. sq.
12. K. B. P. 1	P. takes P.	26. R. to K. R. 3d.	Q. R. P. 1
13. Kt. takes P.	B. to B. 4th (*b*)	27. P. takes P.	P. takes P.
14. Castles	K. to Kt. 2d	28. R. to K. R. 8th	

Mate.

Notes.

(*a*) If White at this point had protected the P. with K. B. P., the following variation was probable:—

11. P. to K. B. 3d	Q. to K. R. 5th, ch.
12. P. to K. Kt. 3d.	R. takes P., ch.
13. P. takes R.	Q. takes K. P., ch.

winning the K.'s R; and having two Pawns' superiority.

(*b*) Q. to K. R. 5th, ch., having in view the variation just shewn, we should have thought preferable.

(*c*) Lost time. By advancing these Pawns, Black enables his opponent to accumulate forces upon the King's side which are not to be resisted.

CHESS IN THE OLDEN TIME.

Fragment of a game played some years ago, and hitherto, we believe, unpublished, between Messrs. STAUNTON and COCHRANE.

White. (Mr. C.)	*Black.* (Mr. S.)	*White.* (Mr. C.)	*Black.* (Mr. S.)
1. K. P. 2	Q. B. P. 2	17. K. R. P. 2	Q. R. to Q. Kt. sq. (*c*)
2. Q. B. P. 2 (*a*)	K. P. 1	18. K. R. P. 1	K. B. P. 1 (*d*)
3. Q. Kt. to B. 3d	K. Kt. to K. 2d	19. K. R. P. 1	K. R. to B. 2d
4. K. B. P. 2	K. Kt. to his 3d	20. P. takes K. Kt. P.	R. takes P
5. Q. P. 1	K. B. to K. 2d	21. Q. B. to K. R. 6th	K. R. to K. Kt. 3d
6. K. Kt. to B. 3d	Q. P. 1	22. K. B. to R. 5th	K. B. P. 1
7. K. B. to K. 2d	Q. Kt. to B. 3d	23. B. takes R.	P. takes B.
8. Castles	K. B. to his 3d	24. K. P. takes P.	P. takes P.
9. Q. B. to K. 3d	Q. B. to Q. 5th	25. Q. to Kt. 5th, ch.	Q. takes Q.
10. Q. to her 2d	Kt. takes K. B. P.	26. B. takes Q.	Q. R. to Q. Kt. 2d
11. Kt. takes B.	P. takes Kt.	27. K. Kt. P. 1	R. to K. Kt. 2d
12. B. takes Kt.	P. takes Kt.	28. B. to K. R. 4th	R. to K. Kt. 5th
13. P. takes P.	K. P. 1	29. R. takes K. B. P.	B. takes R.
14. B. to K. 3d	Castles	30. R. takes B.	R. to K. Kt. 3d
15. K. R. to B. 2d	Q. to K. 2d (*b*)	31. K. to B. 2d	K. to Kt. 2d
16. Q. R. to K. B. sq.	Q. Kt. P. 1.	32. K. to his 3d	

The remainder of the game is not recorded. (*e*)

Notes.

(*a*) An error. This move cannot be made without disadvantage.

(*b*) To prevent the advance of the doubled Pawn, apparently.

(*c*) Had he taken the Pawn, his Queen would have been sacrificed.

(*d*) Black plays throughout with apathy—nothing can be weaker than some of his moves.

(*e*) We cannot see how Black can save it. White must bring his King into the heart of the adversary's game, and cut off all his Pawns in detail.—Probably, at this point, Black resigned.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 37 & 38. (See p. 348.)

No. 37.

White.	*Black.*
1. Q. to K. Kt. 2d	*R. takes Q.
2. Kt. mates	

* If Kt. take Kt., Q. mates at Q. 2d.

No. 38.

White.	*Black.*
1. R. takes Kt., dis. ch.	R. takes B.
2. K. P. 1, ch.	K. to Q. 4th
3. K. to Q. 3d	R. takes R.
4. Q. B. P. 2	
	Mate.

NOTICES TO CORRESPONDENTS.

"G. B. S."—A Problem of five moves, which can be solved in one, is of course a ridiculous blunder, but such is not No. 160. The slightest attention must have shewn you that when you advance the Q. B. P. two steps, Black can take it in its passage. Try again—the position will repay your labour.

"W. C. K."—Received, and shall have due attention.

"Sigma."—You have decided without proper consideration. In Problem 181, White's second Knight is *hors de combat*, from the position of the adverse Bishop; and in No. 182, when White plays, as you suggest, 1. Kt. to Kt. 5th, Black can respond with P. takes K. R. P., and thus escape.

"B. N. G."—Chess Players desirous of securing the back volumes of this Magazine should make early application to Hastings, of Carey Street.

"Secretary."—Mr. Harrwitz quitted Valenciennes a few weeks since, and has been making a short stay in Paris. During his sojourn, exertions were made to get up some matches of interest, but unfortunately without success. He has now departed, or is on the eve of departure for Berlin, from whence we expect to have some intelligence of his contests with the celebrities of Germany.

DEATH OF M. DES CHAPPELLES.

The report of M. Des Chappelles' death turns out, unhappily, to be true. This celebrated votary of Caissa, expired at Paris a few days since, after a severe and protracted illness, at the advanced age of nearly eighty years.

France has thus lost the last of the three distinguished players who, more than all others, contributed to establish her right to the proud title of supremacy in the realms of Chess, which some years since she held without dispute. The names of PHILIDOR, and LA BOURDONNAIS, are destined to an immortality as lasting as the game of Chess itself; and, if the fame of M. Des Chappelles should prove less enduring, it will not be from inferiority of genius, but the misfortune which has preserved for posterity so few of his remarkable achievements.

Pending the arrival of some interesting particulars of his early career as a Chess player, which we are in expectation of receiving from a correspondent in Paris, we have been favoured with the following fragment of his LAST GAME, one of two played in 1846, against B. G., Esq., an eminent amateur of the St. George's Chess Club.

Played in Paris last year between M. Des Chappelles, and Mr. B. G—e.
The former giving the Pawn and two moves.

(*Remove White's K. B. P. from the board.*)

Black. (Mr. B. G.)	*White.* (Mr. D. C.)	*Black.* (Mr. B. G.)	*White.* (Mr. D. C.)
1. K. P. 2		12. Castles on Q.'s side	Castles on Q.'s side
2. Q. P. 2	K. P. 1	13. Q. Kt. to K. 2d	K. to Kt. sq.
3. Q. Kt. to B. 3d	Q. Kt. to B. 3d	14. K. R. to B. sq.	Q. R. to K. B. sq.
4. K. Kt. to B. 3d	Q. P. 2	15. K. to Kt. sq.	Q. Kt. to Q. sq.
5. K. P. 1	Q. B. to Q. 2d	16. K. P. 1 (*c*)	Q. Kt. to K. B. 2d
6. Q. R. P. 1 (*a*)	Q. R. P. 1	17. P. takes P.	P. takes P.
7. K. B. to Q. 3d	K. Kt. P. 1	18. Q. Kt. to K. B. 4th	B. to K. 3d
8. K. R. P. 2 (*b*)	K. B. to R. 3d	19. Kt. takes B.	Q. takes Kt.
9. Q. B. to K. 3d	B. takes B.	20. Q. to Q. Kt. 4th	K. Kt. to his 5th
10. P. takes B.	K. Kt. to R. 3d	21. Q. R. to Q. 2d	K. R. P. 1
11. Q. to Q. 2d	Q. to K. 2d		

The remaining moves were not recorded, but the game was finally won by Mr. B. G—e. Another game between the same parties on this occasion terminated as a drawn battle.

Notes.

(*a*) Preparatory to playing K. B. to Q. 3d, that the adverse Kt. may not be able to attack the Bishop.

(*b*) Always a seductive move at these odds for the attacking player.

(*c*) This Pawn might have been advanced, we think, a little earlier with more effect.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 372.)

Seventy-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 2
3. K.P. takes Q.P.	K. P. 1
4. Q. to K. 2d	K. Kt. to B. 3d

If, instead of playing Q. to K. 2d, you had withdrawn the Knight, you would have lost a move. (See the Variation which follows.)

5. Q. Kt. to B. 3d	K. B. to K. 2d
6. Kt. takes P.	K. to Kt., R. to K.

Black has the better game.

It is easy to perceive that had Black Castled according to our rules, your game would have been preferable to that of your adversary.

Variation from White's 4th move.

White.	*Black.*
4. Kt. to Kt.	Q. takes P.
5. Q. Kt. to B. 3d	Q. to K. 3d
6. KBtoQKt5th,ch	Q. B. to Q. 2d
7. Q. to K. 2d	K. Kt. to B. 3d
8. K. B. P. 1	Q. B. takes K. B.
9. Kt. takes B.	Q. Kt. to R. 3d
10. Q. Kt. to B. 3d	Q. Kt. to B. 4th.
11. P. takes P.	Q. Kt. takes P.

In this position the game may be considered equal.

Seventy-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B 3d	Q. P. 2
3. Q. Kt. to B. 3d	Q. P. 1
4. Q. Kt. to K. 2d	K. B. to Q. 3d
5. Q. P. 1	K. B P. 2.

Black's position is to be preferred.

Seventy-ninth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B 3d	Q. P. 2
3. K. P. takes Q. P.	Q. takes. P.

You play the correct move. This opening is from Cozio.

4. Q. Kt. to B. 3d	Q. to K. 3d
5. K. B. to Q. Kt. 6th, ch.	K. B. to Q. 2d
6. Castles	Q. B. takes K. B.
7. Kt. takes B.	K. B. to Q. 3d
8. R. to K.	K. B. P. 1
9. Q. P. 2	Q. R. P. 1

In this situation, Cozio withdraws the Q. Kt. to B. 3d, and says, that Black has the better game. But I think that, if instead of playing the Q. Kt., you take Pawn with Pawn, you would have the advantage. We shall add a few moves:—

10. P. takes P.	P. takes P.
11. K. Kt. takes P.	B. takes Kt.
12. Q. Kt. takes Q. B. P., ch.	

You win the Queen, and consequently the game.

Eightieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. P. 2
3. P. takes P.	K. P. 1

If, instead of pushing on the King's Pawn, he take Pawn with Queen, your play would be the same as in the preceding opening.

4. Q. to K. 2d	K. Kt. to B. 3d

Had he taken Pawn with Queen, you would win a Pawn, by moving your Q. Kt. to B. 3d.

5. Q. Kt. to B. 3d	Q. B. to K. B. 4th
6. K. Kt. to Kt. 5th	K. B. to Q. 3d

Black could also play his K. B. to Q. Kt. 5th, or move his Queen to K. 2d. In the first case, you would give check with Queen at Q. Kt. 5th, and then take Bishop. In the second case, you would give the same check, and afterwards take the Q. Kt. P., having the better game.

7. Q. P. 1	Castles

You can now take K. P. with K. Kt., and your position will be good.

Eighty-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. to K. B. 3d.

The preceding openings have shewn us, that Q. P. 2 sq. was a bad defence.

The present opening, and the two following ones, will prove that the bringing out the Queen to K. B. 3d, is no better. (Calabrois, p. 86.)

3. K. B. to Q. B. 4th	Q. to K. Kt. 3d

Instead of playing the K. B., you could also push on the Q. P. two squares. (See the next opening.)

4. Castles	Q. takes K. P.

Instead of Castling, you may play Q. P. 1 sq. (See 83d Opening.)

5. KBtks K.B.P.ch	K. to K. 2d

Had Black played his K. to Q. sq. you should take K. P. with Kt., which would give you an excellent game.

6. R. to K.	Q. to K. B. 5th
7. R. tks. K. P. ch.	K. to Q. 3d

If Black, instead of playing his K. to Q. 3d, had taken the Bishop—you, by playing Q. P. 2 sq., and afterwards checking with Kt. at Kt. 5th, would have won the game in a few moves.

8. R. to Q. 5th	K. to K. 2d
9. Q. to K. ch.	K. takes B.
10. Q. P., 2	Q. to K. B. 3d
11. Kt. to Kt. 5th ch.	K. to Kt. 3d

You can give checkmate in a few moves.

Eighty-second Opening.

White.	*Black*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. to K. B. 3d
3. Q. P. 2	P. takes P.

This opening is given by Allgaier.

4. K. P. 1	Q. to Q. Kt. 3d
5. Q. takes P.	Q. takes Q. B. P.
6. Q. Kt. to B. 3d	Q. to K. Kt. 3d

Had Black not withdrawn his Queen, you should play K. B. to Q. 3d.

7. Q. Kt. to Q. 5th	K. to Q.
8. Q. B. to K. Kt. 5th, ch.	K. B. to K. 2d
9. K. B. to Q. 3d	Q. to K. R. 4th

If, instead of playing his Queen, he had brought out his Q. Kt. to B. 3d, you should withdraw your Q. to Q. B. 3d.

10. Q. Kt. to K. B. 4th	Q. to K. Kt. 5th

You take his Queen, by pushing on the K. R. P. 1 sq.

Eighty-third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	Q. to K. B. 3d
3. K. B. to Q. B. 4th	Q. to K. Kt. 3d
4. Q. P. 1	Q. takes K. Kt. P.

This opening is from Lewis' Treatise.

5. K. B. tks. K. B. ch.	K. to Q.
6. R. to K. Kt.	Q. to R. 6th
7. R. to K. Kt. 3d	

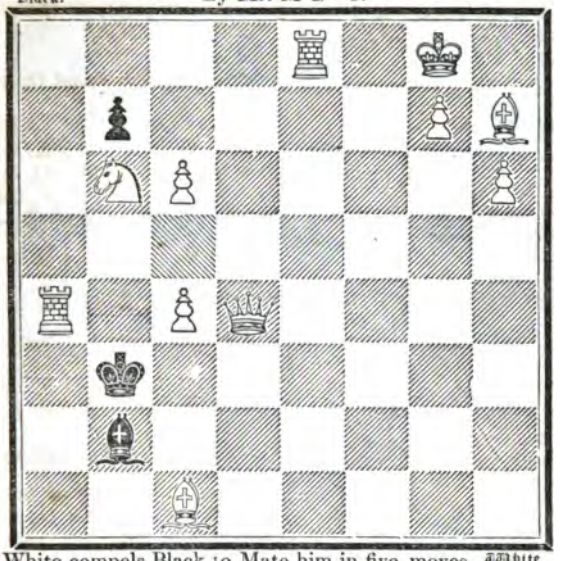
He is forced to exchange his Queen for your Rook.

End of Twentieth Lesson.

PROBLEM No. 189.

By Mr. M'G—y.

Black.



White compels Black to Mate him in five moves. White.

PROBLEM No. 190.

By Mr. M'G—y.

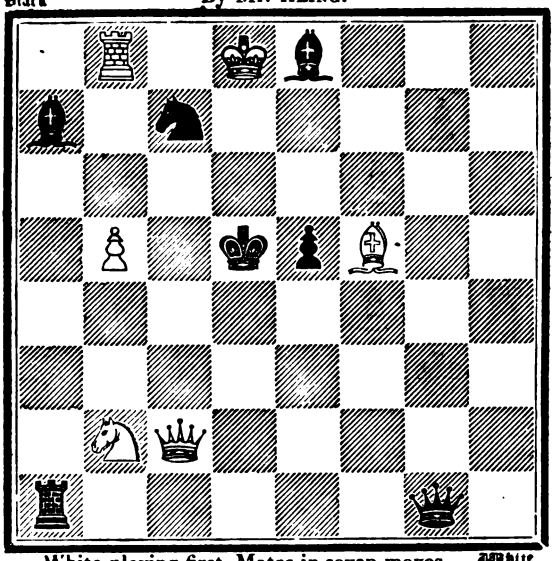
Black.

White to play, and Mate in three moves. White.

PROBLEM No. 191.

By Mr. KLING.

Black



White playing first, Mates in seven moves. White.

PROBLEM No. 192.

By Mr. H. J C. ANDREWS.

Black

White moving first, to Mate in four moves. White.

THE

Chess Player's Chronicle.

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CHESS AT BRIGHTON.

Game played at the Brighton Chess Club between Captain KENNEDY and Dr. C——.

White. (Capt. K.)	*Black.* (Dr. C—.)	*White.* (Capt. K.)	*Black.* (Dr. C—.)
1. K. P. 2	Q. B. P. 2	21. K. R. P. 2	K. B. P. 2
2. K. B. P. 2	Q. Kt. to B. 3d	22. P. tks. P. in pssg.	K. B. takes P.
3. K. Kt. to B. 3d	Q. R. P. 1	23. K. to K. R. 2d	K. to K. Kt. 2d
4. Q. B. P. 2	K P. 1	24. K.R. to K.Kt. sq.	K. R. to K. B. 2d
5. Q. Kt. to B. 3d	K. Kt. P. 1	25. Kt. takes B.	K. R. takes Kt.
6. Q. P. 1	K. B. to K. Kt. 2d	26. Q. to K. 5th	Q. R. to K. B. sq.
7. K. B. to K. 2d	K. Kt. to K. 2d	27. B. to K. sq.	K. to K. B. 2d
8. Castles	Castles	28. B. to Q. B. 3d	K. to K. sq. (*b*)
9. Q. B. to K. 3d	Q. Kt. P. one	29. Q. to K. Kt. 5th	K. R. to K. B. 2d
10. Q.R. to Q.Kt. sq.	Q. B. to Q. Kt 2d	30. B. to K. 5th	Q. to K. B. 6th
11. K. P. 1	Q. to Q. B. 2d	31. Q. to K. Kt. 3d	Q. to K. 7th, ch.
12. Q. Kt. to K. 4th	K. Kt. to K. B. 4th	32. K. to K. R. 3d	K. R. to K. B. 4th
13. Q. B. to K. B. 2d	Q. R. to Q. sq.	33. K. R. to K. sq. (*c*	Q. to K. R. 4th (*d*
14. K. Kt. P. 2	K. Kt. to Q. 5th	34. K.R. to K.Kt. sq.	K. R. takes B.
15. Q. Kt. to Q. 6th	K. Kt.tks.K.B., ch.	35. P. takes R.	R. to K. B. 6th
16. Q. takes Kt.	Q. B. to Q. R. sq.	36. Q. R. to K. sq.	K. Kt. P. 1
17. K. Kt. P. 1	Kt. to K. 2d	37. Q. takes R.	Q. takes Q., ch.
18. K. Kt. to Q. 2d	Kt. to K. B. 4th	38. K. to K. R. 2d	K. Kt. P. 1
19. K. Kt. to K. 4th	Kt. takes Kt.	39. Q. R. to K. B. sq.	Q. to K. R. 6th
20. K.P. takes Kt. (*a*	Q. to B. 3d		

Mate.

Notes.

(*a*) "Kt. takes Kt." would perhaps have been a better move.

(*b*) Black has dexterously contrived to carry his K. beyond reach of the threatened perilous conjunction of his adversary's Q. and B.

(*c*) This unfortunate error renders White's *partie* irretrievable; had he moved his Q. R. to K. sq. instead, his game, we think, was perfectly safe.

(*d*) Threatening to advance K. Kt. P. next move, with terrible effect.

CHESS IN THE METROPOLIS.

Instructive game played by Mr. Horwitz, and one of the most promising young players in the London Chess Club, Mr. H. giving the odds of his Q. Rook.

(Remove White's Q. Rook from the board.)

White. (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)
1. K. P. 2	K. P. 2	19. Q. B. to K. B. 4th	P. to Q. 6th
2. K. B. P. 2	P. takes P.	20. Q. to Q. B. sq. (*b*)	Q. B. to Q. B. 5th
3. K. Kt. to B. 3d	K. Kt. P. 2	21. R. to K. sq.	K. B. to K. 4th
4. K. B. to Q. B. 4th	K. B. to Kt. 2d	22. K. B. to B. 5th, ch.	K. to Kt. sq.
5. Q. P. 2	Q. P. 1	23. Kt. to Q. 2d	K. B. P. 1
6. Q. B. P. 1	K. R. P. 1	24. K. B. takes Kt. P.	Q. to Q. 3d
7. Castles	Q. Kt. to Q. 2d	25. B. takes B.	P takes B.
8. K. Kt. P. 1	K. Kt. P. 1	26. K. B. takes P.	B. to Q. 4th
9. K. Kt. to R. 4th	P. to K. B. 6th	27. B. takes B.	Q. takes B.
10. K. Kt. to K. B. 5th	K. B. to B. 3d	28. Q. Kt. P. 1	K. Kt. to B. 3d
11. Q. to Q. Kt. 3d	K. R. to R. 2d	29. Q. to Q. sq.	K. P. 1 (*c*)
12. K. B. to Q. 3d	Q. Kt. to his 3d	30. Kt. to K. B. sq.	P. to Q. 7th
13. K. P. 1	P. takes P.	31. R. to K. 2d	Q to her B. 4th, ch.
14. Kt. to Q. 6th, ch.	Q. takes Kt.	32. K. to Kt. 2d	Q. takes P.
15. B. takes R. (*a*)	Q. B. to K. 3d	33. R. takes Q. P.	R. takes R., ch.
16. Q. to Q. B. 2d	Castles	34. Q. takes R.	Q. takes Q., ch.
17. Q. Kt. to Q. 2d	P. takes P.	35. Kt. takes Q.	K. P. 1
18. Q. Kt. to K. 4th	Q. to K. 2d	36. Kt. to Q. Kt. sq.	Q. Kt. to Q. 4th

And Black wins.

Notes.

(*a*) White gains the exchange, but it is doubtful whether, under the present circumstances, it was prudent to give up his Kt. for the Rook.

(*b*) He makes a brave fight, though it is evident his antagonist is too much for him at these fearful odds.

(*c*) These Pawns are well played by Black to the end.

Mr. Horwitz gives the Q. R. to Mr. M——y.

(Remove White's Q. R. from the board.)

White. (Mr. H.)	*Black.* (Mr. M.)	*White.* (Mr. H.)	*Black.* (Mr. M.)
1. K. P. 2	K. P. 2	13. B. to Q. Kt. 3d	Q. R. P. 2
2. K. B. P. 2	P. takes P.	14. K. Kt. takes P.	Q. R. P. 1
3. B. to Q. B. 4th	K. Kt. P. 2	15. B. tks. K. B. P., ch.	K. to B. sq. (*a*)
4. K. R. P. 2	B. to K. Kt. 2d	16. Q. B. takes P.	Q. Kt to R. 3d
5. Q. P. 2	K. R. P. 1	17. Q. Kt. to Q. 6th	Q. Kt. to Kt. 5th
6. Q. Kt. to B. 3d	Q. B. P. 1	18. Kt. to K. 6th, ch.	P. takes Kt.
7. P. takes P.	P. takes P.	19. B. takes Kt.	Q. takes B.
8. R. takes R.	B. takes R.	20. Q. takes Q., ch	B. to K. Kt. 2d
9. Q. to K. R. 5th	Q. to K. B. 3d	21. Q. to R. 7th	Q. B. to R. 3d
10. K. P. 1	Q. to K. Kt. 2d	22. Q. to K. Kt. 8th, ch.	K. to K. 2d (*b*)
11. Kt. to K. 4th	K. Kt. to R. 3d	23. Q. takes B.	R. to K. B. sq.
12. K. Kt. to B. 3d	Q. Kt. P. 2	24. B. to K. 8th, ch.	

And Mate follows in two moves.

Notes.

(*a*) By taking the B. he would obviously have lost a piece.

(*b*) Prolonging such a game is frivolous and vexatious.

GAMES IN THE GREAT MATCH

Between Mr. STANLEY and Mr. ROUSSEAU, at New Orleans, Dec. 1845.

IN the early numbers of our preceding volume we published a moiety of the games in this important contest, but were deterred from continuing them at the time through the apprehension that their publicity here, might operate injuriously upon the circulation of Mr. Stanley's pamphlet of the games, which was published in America shortly after the match. That objection no longer existing, we believe we shall gratify the majority of amateurs of Chess in this country by giving the remainder of the battles, many of which are admirably contested, and none without some points of attraction.

GAME XV.*

White. (Mr. S.)	*Black.* (Mr. R.)	*White.* (Mr. S.)	*Black.* (Mr. R.)
1. K. P. 2	K. P. 2	23. P. takes P.	P. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	24. Q. Kt. takes P.(*c*)	Q. B. takes Kt.
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	25. Kt. takes B.	K. R. takes Kt.
4. Q. P. 1	Q. P. 1	26. Q. to K. 3d	R. takes R.
5. Q. B. to K. 3d	B. takes B.	27. R. takes R.	R. takes R.
6. P. takes B.	Q. B. to K. 3d	28. Q. takes R.	Q. B. P. 1
7. K. B. to Q. Kt. 3d	K. Kt. to B. 3d	29. Q. B. P. 2	Kt. to K. Kt. 3d
8. Castles	Q. to K. 2d	30. Q. to K. R. 5th	Q. to K. B 3d
9. Q. Kt. to B. 3d	Castles on K's side	31. K. to Kt. sq.	K. to Kt. 2d
10. Q. Kt. to K. 2d	Q. P. 1	32. Q. to K. Kt. 4th	Q. to K. B. 5th
11. P. takes P.	K. Kt. takes P.	33. Q. to her 7th, ch.	Q. to K. B. 2d
12. K. B. takes Kt.	B. takes B.	34. Q. to K. Kt. 4th	Q. Kt. P. 2
13. K. P. 1	Q. B. to K. 3d	35. P. takes P.	Q. R. P. takes P.
14. Q. Kt. to K. Kt. 3d	K. B. P. 1	36. Q. Kt. P. 1	Q. to Q. R. 2d, ch.
15. K. Kt. to R. 4th	K. Kt. P. 1 (*a*)	37. K. to R. 2d	Q. takes Q. R. P.
16. K. to R. sq.	Q. to K. Kt. 2d	38. K. R. P. 1	Q. takes Q. Kt. P.(*d*
17. Q. to her 2d	K. R. to B. 2d	39. K. R. P. 1	Q. takes Q. P.
18. K. R. to B. 2d	Q. R. to K. B. sq.	40. P. takes Kt.	Q. takes P.
19. Q. R. to K. B. sq.	Q. R. P. 1 (*b*)	41. Q. to her 7th, ch.	K. to R. 3d
20. K. R. P. 1	K. to R. sq.	42. K. Kt. P. 1	K. P. 1
21. K. R. to B. 3d	Q. Kt. to K. 2d	43. Q. to her 2d, ch.	K. to R. 4th
22. Q. to K. B. 2d	K. B. P. 1	44. K. to R. sq.	K. to Kt. 5th (!)(*e*

Mates in two moves.

Notes.

(*a*) Justly fearing the adverse Knight's getting posted at K. B.'s 4th.

(*b*) Black can play merely waiting moves. He dares make no development.

(*c*) This move, Mr. Stanley says, was founded on miscalculation, and costs a piece. It is certainly an extraordinary slip to occur in a match game of such consequence.

(*d*) Black surrenders his Knight, securely relying on the Pawns, which, with common care, would be irresistible.

(*e*) A fatal and inexplicable error, by which Mr. Rousseau throws away the victory at the moment he has achieved it.

* For the fourteen preceding games, see Vol. VII. of this Magazine.

CHESS IN THE METROPOLIS.

The following brilliant specimen of the K. Kt.'s Gambit is from the fine collection of Games played during this summer by Mr. HARRWITZ and Mr. S—s of the London Chess Club.

White. (Mr. H.)	*Black.* (Mr. S—s.)	*White.* (Mr. H.)	*Black.* (Mr. S—s.)
1. K. P. 2	K. P. 2	14. Q. Kt. to Q. 2d	P. to K. B. 7th, ch (*a*)
2. K. B. P. 2	P. takes P.	15. K. to Kt. 2d	B. to K. 6th
3. K. Kt. to B. 3d	K. Kt. P. 2	16. K. B. to K. 2d	K. to Kt. 2d
4. K. B. to Q. B. 4th	K. B. to Kt. 2d	17. Q. Kt. to Q. B. 4th	B. takes B.
5. Q. P. 2	Q. P. 1	18. K. R. takes P.	Q. to K. Kt. 3d
6. Castles	K. R. P. 1	19. Q. R. takes B.	Q. takes P., ch
7. K. Kt. P. 1	P. to Kt. 5th	20. K. to Kt. sq.	Q. B. to K. 3d
8. K. Kt. to R. 4th	P. to K. B. 6th	21. Q. R. to K. B. sq.	Q. B. to Q. 4th
9. Q. B. P. 1	K. B. to B. 3d	22. R. to B. 7th, ch. (*b*)	B. takes R.
10. Q. to Q. Kt. 3d	B. takes Kt.	23. R. takes B., ch.	K. takes R.
11. B. tks. K. B. P., ch.	K. to B sq.	24. Kt. takes Q. P., dbl. ch.	
12. B. takes Kt.	Q. to K. B. 3d		
13. B. to Q. B. 4th	B. to K. Kt. 4th		

Black resigns.

Notes.

(*a*) Here the attack and counter-attack are lively and interesting.
(*b*) A very pretty finish.

TO SUBSCRIBERS.

SUBSCRIBERS and the Public are respectfully informed, that to enable the Proprietors of the CHESS PLAYER'S CHRONICLE to carry out the improvements they contemplate in the Magazine, it has been found desirable to discontinue the Weekly Numbers at the end of the present volume; the work, containing Two closely-printed Sheets of matter, will, therefore, after this year, be published on the First of every Month, price 1s. 6d. Full particulars will be issued in a few days.

NOTICES TO CORRESPONDENTS.

"H. C. K."—It shall have an early place.

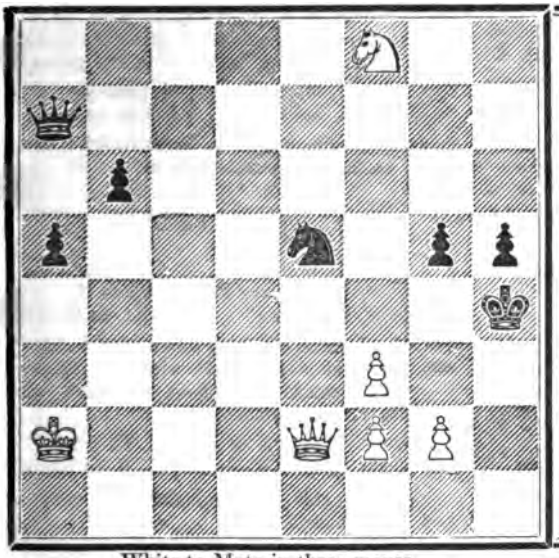
"D. T."—Thanks for the suggestion; but it is impossible to publish the sort of papers required, while the work is continued in weekly numbers. At the beginning of the year a change in the form will enable us to do so.

"G. L. S."—We should advise you to lose no time in completing your sets. The back volumes, five, six, and seven, promise soon to be very scarce. Apply to Hastings of Carey Street.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 380.)

PROBLEM No. 41.



White to Mate in three moves.

CALVI.

PROBLEM No. 42.

White.

K. on R. 2d
R. on K. R. 6th
R. on K. B. 2d
Kt. on K. B.
Kt. on Q. 5th
Pawns on K. Kt. 3d, Q. B. 3d, and Q. B. 5th.

Black.

K. on K. 4th
Kt. on K. B. 4th
B. on Q. B. 7th
Pawns on K. 2d, K. Kt. 4th, K. 5th, Q. 6th, and Q.R. 7th.

White to mate in 4 moves.

TWENTY-FIRST LESSON.

Second Section.—K. Kt. at 2d move.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d

In 1512, this defence was given by Damiano, who pronounced it to be bad. All subsequent writers, such as Lopez, Salvio, Greco, Lolli, Ponziani, Cozio, Sarratt, Walker, have been of the same opinion. Philidor, the Amateurs, Labourdonnais, Dal Rio, have not thought it worth while to notice it. It was about to be forgotten, when Major Jaenisch withdrew it from oblivion, (Palamede, vol 1, p. 204) and pointed out an ingenious opening, whereby the second player could arrive at a position equal to that of his adversary. But in the second volume, which includes many interesting details, the Major, as a conscientious author, mentions that his defence is not satisfactory. However, the moves which he points out, appeared to Mr. Lewis to be so ingenious. that he, in his last Treatise p. 114, considers them sufficiently powerful, as to allow the second player to bring out his K. Kt. to B. 3d, without compromising his game. We shall now explain this defence, taking the authors in chronological order.

3. K. Kt. takes P.	K. Kt. takes P.

Black could also play, Q. to K. 2d or Q. P. 1.

(See the next openings.)

4. Q. to K. 2d	Q. to K. 2d

If Black, instead of playing Q. to K. 2d, had withdrawn his Knight, you would have given check with Kt. at Q. B 6th.

5. Q. takes Kt.	Q. P. 1
6. Q. P. 2 sq.	K. B. P. 1
7. K. B. P. 2 sq.	Q. P. takes Kt.
8. Q. P. takes P.	Q. Kt. to Q. 2d

Black could also take Pawn with Pawn. (See third variation.)

9. Q. Kt. to B. 3d	P. takes P.
10. Kt. to Q. 5th	Q. to Q. 3d

Black, instead of playing Q. to Q. 3d, could also move her to Q. B. 4th, or play K. Kt. to B. 3d. (See first and second variations.)

11. P. takes P	Q. to Q. B. 3d

Had Black taken Pawn with his Knight, you could have won a piece by playing Q. B. to K. B. 4th, and, if instead of taking it with the Kt. he had taken it with the Queen, you should exchange Queens, and afterwards check the King with Kt. at Q. B. 7th.

12. K.B.toQ.Kt5th	Q. to Q. B. 4th
13. Q. B. to K. 3d	Q. takes K. B.
14. Kt.tks. QBP,ch	

The following move you take the Queen, and will win.

First Variation.

White.	*Black.*
10. Kt. to Q. 5th	Q. to Q. B. 4th
11. Q. B. to K. 3d	Q. to Q. R.4th,ch.
12. Q. B. to Q. 2d	Q. to Q. B. 4th
13. Q. Kt. P. 2	Q. to Q. B. 3d
14. K.B.toQ.Kt5th	

Black being forced to give up the Q. B. Pawn, you will take it with the Kt. and will win the Rook.

Second Variation.

White.	*Black.*
10. Kt. to Q. 5th	K. Kt. to B. 3d
11. Kt.takesKt.,ch.	P. takes Kt.

If instead of taking Kt., you had given check with Q. at Q. R. 4th, Black would have played Q. B. to Q. 2d, and afterwards would have taken Pawn with Pawn, giving him an excellent game.

12. P. takes P.	Q. takes P.
13. Q. takes Q.	P. takes Q.

Your game is to be preferred; Black having two isolated Pawns.

Third Variation.

White.	*Black.*
8. Q. P. takes P.	P. takes P.
9. P. takes P.	Q. Kt. to Q. 2d

Instead of taking Pawn with K. B. P., you should take it with the Queen; you would then have remained with a Pawn more.

10. Q.B. to K. B. 4th	K. Kt. P. 2
11. Q. B. to K.Kt.3d	K. B. to Kt. 2d

In this position, the game may be considered equal.

Eighty-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d
3. Kt. takes P.	Q. to K. 2d

This move of Black's is given by Lopez (page 125).

4. Q. P. 2	Q. P. 1
5. Kt. to B. 3d	Q. takes P., ch.
6. K. B. to K. 2d	Q. B. to K. B. 4th

Lopez directs you to cover the check with the K. B., but it would have been better to interpose with the Q. B., to place afterwards the K. B. on Q. 3d.

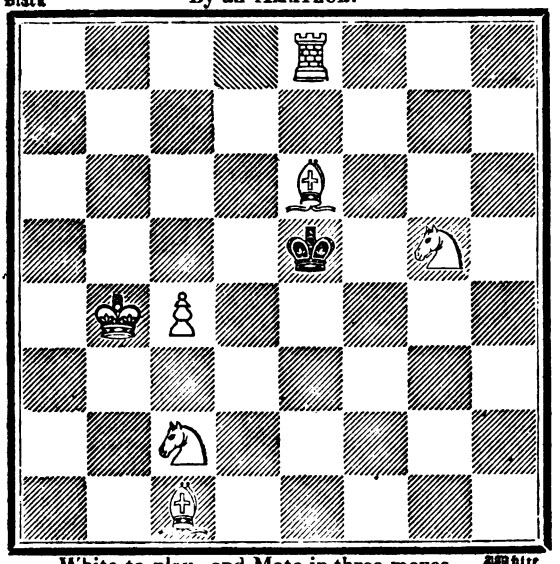
7. Q. B. P. 1	Q. Kt. to Q. 2d
8. Q. Kt. to Q. 2d	Q. to B. 7th

By this method of play, says Lopez, Black will, after exchanging Queens, have a pretty good game.

PROBLEM No. 193.

By an AMATEUR.

Black

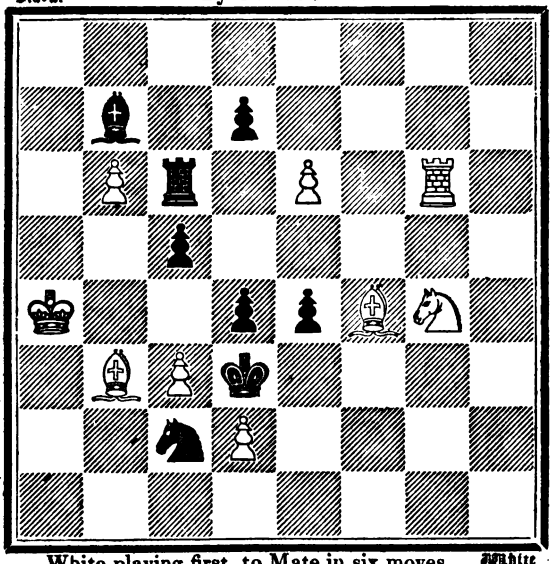


White to play, and Mate in three moves. White.

PROBLEM No. 194.

By Mr. M'G—y.

Black.

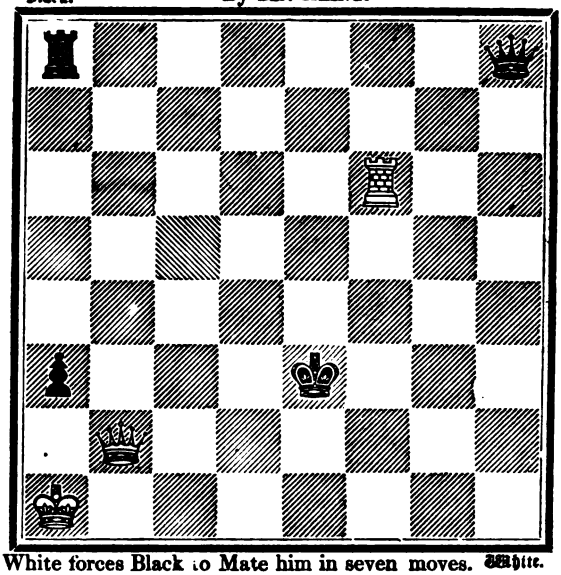


White playing first, to Mate in six moves. White

PROBLEM No. 195.

By Mr. KLING.

Black.



White forces Black to Mate him in seven moves. White.

PROBLEM No. 196.

By Mr. H. J. C. ANDREWS.

Black.

White playing first, forces B. to Mate him in four moves. White.

THE

Chess Player's Chronicle.

No. 50. NEW SERIES. | SATURDAY, DECEMBER 11, 1847. | PRICE THREEPENCE.

CHESS OF OLD IN THE WESTMINSTER CHESS CLUB.

Game between Messrs. SLOUS and G. WALKER.

White. (Mr. S.)	*Black* (Mr. W.)	*White.* (Mr. S.)	*Black.* (Mr. W.)
1. K. P. 2	K. P. 2	24. P. takes P.	R. P. takes P.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	25. Q. to Kt. 5th	K. to Kt. 2d
3. B. to Q. B. 4th	B. to Q. B. 4th	26. R. to Q. sq.	K. Kt. P. 1
4. Q. Kt. P. 2	B. takes P.	27. Kt. to R. 4th	R. to R. 2d
5. Q. B. P. 1	B. to K. R. 4th	28. R. to Q. B. sq.	R. to Kt. 2d
6. Castles	K. Kt. to B. 3d	29. B. to K. B. 8th	R. to R. 2d
7. Q. P. 2	K. Kt. takes P.	30. Kt. to Kt. 6th (*c*	Q. takes Kt.
8. Q. P. takes P.	Kt. to Q. B. 4th	31. Q. takes Kt., ch.	K. to Kt. sq.
9. Q. to B. 2d (*a*)	Kt. to K. 3d	32. R. to Q. sq.	Q. to K. Kt. 4th
10. B. takes Kt.	Q. P. takes B.	33. Q. to K. 8th, ch.	K. to Kt. 2d
11. R. to Q. sq.	B. to Q. 2d	34. K. Kt. P. 1	R. to R. sq.
12. Q. Kt. to Q. 2d	Q. to K. 2d	35. K. R. P. 2 (*d*)	P. takes P. *en pas.*
13. Q. Kt. to K. 4th	K. R. P. 1	36. R. to Q. 8th	Q. checks
14. Q. R. P. 2	Castles with Q. R.	37. K. to R. 2d	Q. to Q. B. 5th
15. Q. B. to R. 3d	Q. to K. sq.	38. R. to Kt. 8th, ch.	K. to R. 2d
16. Kt. to Q. B. 5th	B. to Q. Kt. 3d	39. R. to R. 8th, ch.	K. to Kt. 2d
17. Kt. takes B.	R. takes Kt.	40. Q. to B. 8th, ch.	K. to B. 3d
18. R. takes R.	Q. takes R.	41. Q. to K. 8th, ch.	K. to Q. 4th
19. R. to Q. sq.	Q. to K. sq.	42. R. to Q. 8th, ch.	K. to K. 5th
20. Q. B. P. 1	B. to R. 4th	43. Q. to K. R. 5th	R. to Kt.
21. Q. to Kt. 3d	K. B. P. 2	44. Q. tks. P. on KR 6th	Q. to K. 7th
22. R. to Q. Kt. sq. (*b*	Q. Kt. P. 1	45. Q. to Kt. 2d, ch.	K. takes P.
23. Q. B. P. 1	K. Kt. P. 2	46. K. B. P. 2, ch.	

And Black resigns.

Notes.

(*a*) We like Q. to her 5th, and if the Kt. then retreat to K.'s 3d. to play Q. B. to R. 3d.

(*b*) The attack is capitally sustained by Mr. Slous.

(*c*) All this is very cleverly played.

(*d*) Preparatory to playing the Rook away. The student will see, on looking at the position, how important it was to remove this Pawn, so that when Black checked, the King might go to R.'s 2d instead of to Kt.'s 2d.

Between the same Players.

White. (Mr. W.)	*Black.* (Mr. S.)	*White.* (Mr. W.)	*Black.* (Mr. S.)
1. K. P. 2	K. P. 2	26. R. to K. 2d	Q. to Q. Kt. 4th
2. K. B. to Q. B. 4th	K. B. to Q. B. 4th	27. Kt. from Kt. 3d to B. 5th	Q. to B. 3d
3. Q. to K. 2d	Q. to K. 2d		
4. Kt. to K. B. 3d	Q. P. 1	28. Q. to Q. R. sq.	Kt. to K. B. 5th
5. Q. B. P. 1	Q. Kt. to B. 3d	29. K. R. to Q. R. 2d	Q. to Q. 2d
6. Q. P. 1	K. Kt to B. 3d	30. R. takes P.	Kt. to K. Kt. 5th
7. Castles	B. to K. 3d	31. Kt. takes Kt.	Q. takes Kt.
8. B. takes B.	P. takes B.	32. Kt. to K. 3d	Q. to K. Kt. 4th
9. Q. Kt. to Q. 2d	Castles K. R.	33. R. to R. 8th	Kt. to R. 6th, ch.
10. Kt. to Q. B. 4th	Q. Kt. P. 2	34. K. to B. sq.	Q. takes Kt.
11. Kt. to K. 3d	Q. R. P. 1	35. R takes R.	Q. to Q. 6th, ch.
12. Q. Kt. P. 2	B. to Kt. 3d	36. K. to K. sq.	R. takes R.
13. B. to Q. 2d	Q. P. 1	37. P. takes Kt.	Q. takes R. P.
14. P. takes P.	P. takes P.	38. R. to R. 8th	R. takes R.
15. Kt. to K. B. 5th	Q. to K. 3d	39. Q. takes R., ch.	K. to R. 2d
16. Kt. to K. Kt. 3d	K. R. P. 1	40. K. to Q. 2d (*b*)	Q. to Q. 6th, ch.
17. Q. P. 1	Q. R. to K. sq.	41. K. to K. sq.	Q. takes B. P., ch.
18. K. R. to K. sq.	K. P. 1	42. K. to B sq.	Q. to Q. 6th, ch.
19. Q. R. P. 2 (*a*)	P. takes P.	43. K. to Kt.	Q. to Kt 8th, ch.
20. R. takes P.	Q. to Q. 2d	44. K. to Kt. 2d	Q. P. 1
21. Kt. to K. R. 4th	Kt. takes Q. P.	45. Q. to Q. Kt. 7th	Q. to Q. 6th
22. Q. to Q. sq.	Kt. to Q. B. 3d	46. Q. takes Q. B. P.	K. P. 1
23. Kt. from R. 4th to B. 5th	Kt. to K. 4th	47. P. takes P.	P. takes P.
		48. Q. Kt. P. 1	Q. to Q. 7th, ch.
24. B. to K. 3d	B. takes B.	49. K. to B. 3d	K. P. 1
25. Kt. takes B.	Kt. to Q. 6th	50. Q. Kt. P. 1	P. Queens

And Wins.

Notes.

(*a*) This ultimately loses a Pawn.

(*b*) Better surely to have taken the Q. P.; the move made is mere child's play.

CHESS AT OXFORD.

The following smart little skirmish is one of several well contested games which have lately come off at this promising club.

White. (The Rev. Mr. C.)	*Black.* (The President.)	*White.* (The Rev. Mr. C.)	*Black.* (The President.)
1. K. P. 2	K. P. 2	14. Kt. takes Q. B. P.	Q. R. to Q B. sq.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	15. B. to Q. 5th	B. takes B.
3. Q. P. 2	Kt. takes P.	16. Kt. takes B.	Kt. to K. Kt. 5th
4. Kt. takes Kt.	P. takes Kt.	17. K. R. to K. B. 3d	Q. to K. 4th
5. K. B. to Q. B. 4th	Q. Kt. P. 1	18. K. R. to K. Kt. 3d	K. R. P. 2
6. Castles	Q. B. to Q. Kt. 2d	19. Q. R. to K. B. sq.	Q. R. to Q. B. 4th (*a*
7. Q. B. P. 1	P. takes P.	20. Kt. to K. B. 4th	Q. R. to Q. B. 3d
8. Kt. takes P.	K. B. to Q. B. 4th	21. K. R. P. 1	Kt. to K. B. 3d
9. Q. B. to K. 3d	B. takes B.	22. K. R. to K. B. 3d	Kt. to K. 5th
10. P. takes B.	K. Kt. to R. 3d	23. Kt. to K. Kt. 6th (*b*	R. takes Kt.
11. Q. to Q. Kt. 3d	Castles	24. R. takes K. B. P.	R. tks. K. Kt. P. ch. (*c*
12. K. R. to K. B. 2d	Q. to K. Kt. 4th	25. K. takes R.	Q. to K. Kt. 6th, ch.
13. Q. Kt. to Kt. 5th	B. takes K. P.	26. K. to R. sq.	Q. takes K. R. P., ch.

And draws the game.

[*Notes.*

Notes.

(*a*) Kt. takes K. R. P., and if the King took Kt., P. to K. R. 5th looks feasible.

(*b*) This is an enterprising move at least.

(*c*) Black can ensure a drawn game thus, but his chance of winning would have been better, we think, by first taking R. with R. The variations are too numerous for us to give, but the reader will find them fertile in beautiful situations.

CHESS IN THE METROPOLIS.

Game in the Match between Capt. KENNEDY and Mr. ———, of the London Chess Club.

White. (Capt. K.)	*Black.* (Mr.—)
1. K. P. 2	K. P. 2
2. K. B. P. 2	P. takes P.
3. K. B. to Q. B. 4th	Q. to K. R 5th, ch.
4. K. to B. sq.	K. Kt. P. 2
5. Q. Kt. to B. 3d	K. B. to Kt. 2d
6. Q. P. 2	Q. P. 1
7. K. P. 1	K. Kt. to K. 2d
8. P. takes P. (*a*)	P. takes P.
9. Q. Kt. to his 5th	Q. P. 1
10. Q. Kt to Q 6th, ch (*b*	K. to K. B. sq.
11. Q. Kt. takes Q. B.	Q. P. takes K. B.
12. Kt. takes Kt.	K. takes Kt.
13. Q. to K. 2d, ch.	K. to B. sq.
14. Q. tks. P. on Q. B. 5th (*c*)	Q. Kt. to B. 3d
15. K. Kt. to B. 3d	Q. to K. R. 4th (*d*)
16. Q. to Q. B. 5th, ch	K. to Kt. sq.
17. B. tks. Gambit P.	Kt. takes Q. P.
18. Kt. takes Kt.	B. takes Kt.
19. Q. tks. K. Kt. P., ch.	Q. takes Q.
20. B takes Q. (*e*)	B. takes Q. Kt. P.
21. Q. R. to Q. Kt. sq.	B. to Q. 5th
22. Q. R. tks. Q. Kt. P.	K. R. P. 1
23. B. to K. R. 4th	Q. R. to Q. B. sq.
24. Q. R. to Q. 7th	B. to Q. Kt. 3d
25. B. to K. B. 6th	Q. R. takes Q. B. P.
26. K. to K. sq.	K. R. to R. 2d
27. K. to Q. sq. (*f*)	Q. R. to K. B. 7th
28. Q. R. to Q. 6th	K. R. P. 1
29. K. R. to K. sq.	K. to K. B. sq.
30. Q. R. to Q. B. 6th	Q. R. takes B.
31. Q. R. takes R.	K. to Kt. 2d
32. K. R. to K. B. sq.	B. to Q. 5th
33. R. tks. K. B. P., ch.	K. to Kt. 3d
34. R. takes R.	K. takes R.

And Black resigned.

Notes.

(*a*) Q. Kt. to K. 4th would also have been a good move.

(*b*) Preferable to winning the Rook, as that would probably have involved the loss of two minor Pieces.

(*c*) From this time forth, White has it all his own way.

(*d*) Better to K. R. 3d, apparently.

(*e*) White appears to play with over confidence in the strength of his position, and hence, to omit to make the most of it.

(*f*) We should rather have compelled the Q. R. to retreat, by playing Q. R. to Q. Kt. 7th, and then have brought the K. R. into play. The actual play, however, is quite satisfactory, since it wins.

CHESS BY CORRESPONDENCE.

The following game was played between the Chess Clubs of Lille, and Douai, and has just been finished.

GAME THE FIRST—THE LILLE GAME.*

White. (Lille.)	*Black.* (Douai.)
1. Q. P. 2	K. B. P. 2 (*a*)
2. Q. B. P. 2 (*b*)	K. Kt. to B. 3d
3. Q. Kt. to B. 3d	K. P. 1
4. K. P. 1	Q. B. P. 2
5. K. B. to Q. 3d	P. takes P. (*c*)
6. P. takes P.	K. Kt. P. 1
7. Q. B. to K. B. 4th	Q. P. 1
8. K. Kt. to K. 2d	K. Kt. to R. 4th
9. Q. to Q. 2d	K. Kt. takes Q. B.
10. Q. takes K. Kt.	K. B. to K. Kt. 2d
11. Q. to K. 3d	Castles
12. Castles Q. R.	Q. Kt. to R. 3d
13. K. B. P. 2	Q. Kt. to Q. B. 2d
14. K. R. P. 1	Q. B. to Q. 2d
15. K. Kt. P. 2	Q. to K. sq.
16. K. Kt. P. takes P.	K. P. takes P.
17. Q. to K. B. 2d	Q. Kt. P. 2 (*d*)
18. Q. R. to K. sq.	Q. to Q. B. sq.
19. K. R. P. 1 (*e*)	Q. Kt. P. takes P.
20. B. takes P., ch.	Q. B. to K. 3d
21. B. takes B., ch.	Kt. takes B.
22. K. R. P. 1	K. R. to K. sq.
23. K. R. P. takes P.	K. R. P. takes P.
24. K. R. to Kt. sq.	Kt. to K. B. sq. (*f*)
25. K. to Q. Kt. sq.	Q. R. to Q. Kt. sq.
26. Q. R. to Q. B. sq.	Q. to Q. Kt. 2d
27. Q. R. to Q. B. 2d	K. R. to Q. B. sq.
28. Q. to K. 3d	K. R. to Q. B. 5th
29. K. R. to Q. sq.	K. R. to Q. Kt. 5th (*g*)
30. K. R. to Q. 2d	K. to K. B. 2d
31. Q. P. 1	Q. R. to K. sq.
32. Q. to K. Kt. 3d	Kt. to Q. 2d
33. K. Kt. to Q. B. sq.	B. takes Q. Kt.
34. Q. R. takes B.	Kt. to K. B. 3d
35. K. R. to K. Kt. 2d	Q. R. to K. Kt. sq.
36. Q. R. to Q. B. 6th	Kt. tks. Q. P. (*h*)
37. Q. R. takes Q. P.	Kt. to K. B. 3d
38. Kt. to Q. 3d	K. to K. 2d
39. Q. R. to K 6th, ch (*i*)	K. to K. B. 2d
40. Q. to K. R. 4th	K. takes Q. R. (*k*)
41. Kt. to Q. B. 5th, ch	K. to K. B. 2d
42. Kt. takes Q.	K. R. takes Kt.
43. R. to Q. B. 2d	K. to K. Kt. 2d
44. R. to Q. B. 6th	Kt. to K. R. 4th
45. R. to Q. R. 6th	K. to K. R. 2d
46. Q. R. P. 1	Q. R. to K. sq.
47. R. tks. K. Kt. P. (*l*)	

Black Resigns.

Notes.

(*a*) This move is found in Stein's "Nouvel Essai sur le jeu des Echecs," (1789). It is hardly so good as Q. P. two, or K. P. 1.

(*b*) The move of K. P. 2, invented by Mr. Staunton, is at least as good, we think, as this.

(*c*) Objectionable, inasmuch, as it opens the diagonal for White's Q. B.

(*d*) Black properly try to divert their opponents, by a counter-attack.

(*e*) The sole advantage of White, consists in their having an attack on the adverse King's side and this Pawn to force a break; but these suffice to win the day.

(*f*) Black's position is now becoming confined and uncomfortable.

(*g*) At this point Black have contrived to turn the tables on their opponents, and get the attack in their own hands completely.

(*h*) Kt. to K. 5th, although less promising at the first glance, we believe to be a stronger move.

(*i*) This move appears to have been overlooked by the Douai players, although it is obvious enough.

(*k*) They have nothing better to do.

(*l*) Winning both a Rook and a Knight in return. A very clever manœuvre.

* The Douai Game next week.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 388.)

Eighty-sixth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d
3. Kt. takes P.	Kt. takes P.
4. Q. to K. 2d	Q. P. 2

This opening is by Salvio, according to the Encyclopœdia; it is not, however, to be found in the first edition of this author's Treatise.

5. Q. P. 1	Q. to K. 2d
6. P. takes Kt.	Q. takes Kt.
7. K.P.takesQ. P.	

You win a Pawn, which ought to insure you the game.

Eighty-seventh Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d
3. Kt. takes P.	Q. P. 1

This opening is given by Cozio. Black's move is the best that can be made in this position.

4. Kt. to K. B. 3d	Kt. takes P.
5. Q. to K. 2d	Q. to K. 2d

You should rather push on the Q. P. 2 sq., instead of playing Q. to K. 2d. (See the next Opening.)

6. Q. P. 1	Kt. to B. 3d
7. Q. takes Q.	B. takes Q.

In this position the game may be considered equal.

Eighty-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d
3. K.B.toK.B. 4th	Kt. takes P.

This opening is given by Silberschmidt, who makes White win, but I think that it is not forced.

If Black, instead of taking Pawn with the Knight, had brought the Q. Kt. to B. 3d, you should have played the K. Kt. to his 5th.

4. Q. to K. 2d	Q. P. 2 sq.

Instead of playing the Q. to K. 2d, you could push on the Q. P. 1 sq. Supposing this, he would have withdrawn his Kt. to Q. B. 4th, you wouldhave taken Pawn with Kt., but he would have pushed on the Q. P. 2 sq., making an attack on your Bishop.

5. Kt. takes P.	P. takes B.

The capture of this Bishop, on Black's part, is a bad move. He should have brought out the Q. B. to K. 3d.

6. Q. takes Kt.	Q. to K. 2d
7. Q. Kt. to B. 3d	K. B. P. 2
8. Q. to K. 2d	Q. B. to K. 3d
9. Castles	

In this position your game is to be preferred.

Variation.

1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d
3. K.B.to Q.B.4th	Q. Kt. to B 3d

We have said, that the correct move in this position, is to play K. Kt. to his 5th. Silberschmidt directs you to play as follows:

4. Q. P. 1	K. B. to Q. B. 4th
5. Q. B. P. 1	Q. R. P. 1
6. Q. Kt. P. 2 sq.	B. to Q. Kt. 3d
7. Q. B. to K. 3d	B. takes B.
8. P. takes B.	Castles
9. Castles	Q. P. 1
10. Q. R. P. 2 sq.	Q. B. to K. 3d
11. B. takes B.	P. takes B.
12. Q. Kt. to Q. 2d	Q. to Q. 2d

In this position, says the author, you have the better game.

Eighty-ninth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. Kt. to B. 3d
3. Kt. takes P.	Q. P. 1
4. K. Kt. to B. 3d.	Kt. takes P.
5. Q. P. 2	Q. P. 1

This opening is given by Jaenisch. (Vol ii., p. 17.)

6. K. B. to Q. 3d	K. B. to Q. 3d.
7. Castles	Castles
8. Q. B. P. 2	Q. B. to K 3d

Up to this point, the game is the same as that given in the Palamede for 1842. p. 208.; but in the present opening, White commences a different attack—an attack deemed irresistible by the above-named author.

9. Q. to Q. Kt. 3d	P. takes P.

I think that the attack would have been stronger, if, instead of playing Queen to Q. Kt. 3d, you had moved her to her B. 2d.

10. B. takes P.	B. takes B.
11. Q. takes B.	R. to K.

Instead of playing R. to K., Black could play several different moves.

These variations are ably analysed in detail by the Major.

12. Q. Kt. to B. 3d	Q. Kt. to Q. 2d
13. Q. to Q. Kt. 3d	Q. to Q. B.
14. Q. B. to K. 3d	Q. B. P. 1
15. Q. R. to Q. B.	Q. Kt. to Kt. 3d
16. Q. R. P. 2	Q. to K. 3d
17. Q. to Q. B. 2d	K. B. P. 2

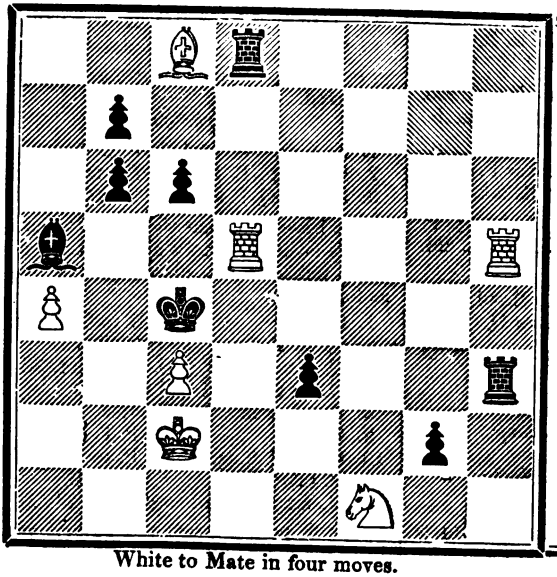
Black would have played better, I think, had he moved the K. R. to K. 2d, to enable him to double his Rooks.

18. K. R. to K.

In this position, according to the same author, your game is to be preferred.

End of Twenty-first Lesson.

PROBLEM No. 43.



White to Mate in four moves.

PROBLEM No. 44.

White.

K. on Q. R. 2d
Pawns on Q. R. 3d, Q. Kt. 3d, Q. B. 3d, and Q. B. 4th.

Black.

K. on Q. R. 4th
Pawns on Q. R. 3d, and Q. Kt. 3d.

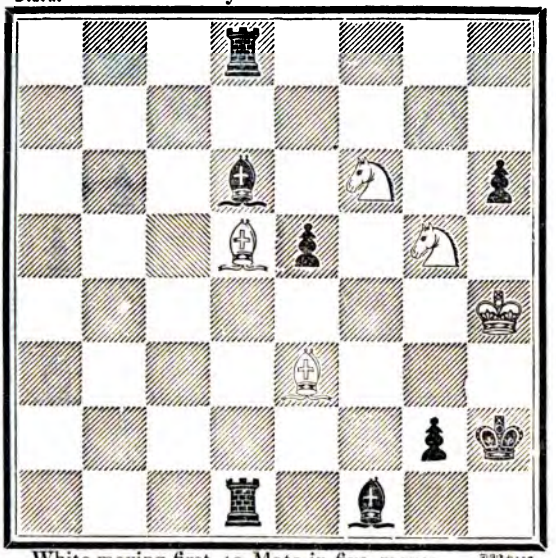
White to mate in 5 moves.

CALVI.

PROBLEM No. 197.

By Mr. KLING.

Black.

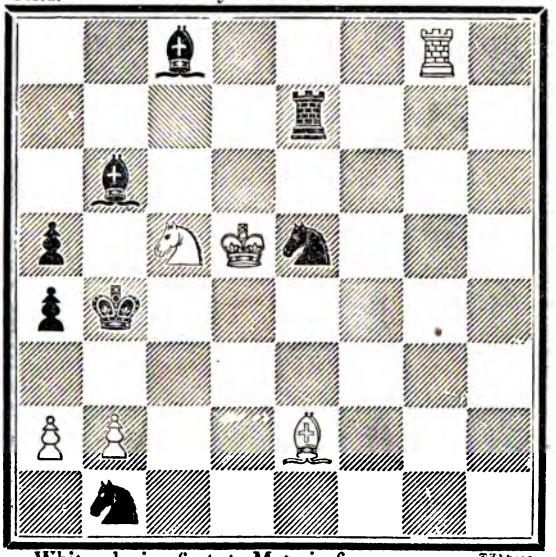


White moving first, to Mate in five moves. White.

PROBLEM No. 198.

By N. J. A. M.

Black.



White playing first, to Mate in four moves. White.

PROBLEM No. 199.

By Mr. WOODWARD.

Black.

White Mates in three moves. White.

PROBLEM No. 200.

By Mr. WOODWARD.

Black.

White playing first, to Mate in six moves. White.

THE

Chess Player's Chronicle.

No. 51. NEW SERIES. | SATURDAY, DECEMBER 18, 1847. | PRICE THREEPENCE.

CHESS BY CORRESPONDENCE.

Between the Chess Clubs of Lille and Douai.

THE DOUAI GAME.*

White. (Douai.)	*Black.* (Lille.)	*White.* (Douai.)	*Black.* (Lille.)
1. K. P. 2	Q. B. P. 2	21. K.R. to K B. 3d	K. to R. sq.
2. K. B. P. 2	K. P. 1	22. K. to K. Kt. 5th	K. R. to K. B. sq
3. K. Kt. to B. 3d	Q. Kt. to B. 3d	23. K. R. to Kt. 3d	Kt. to Q. B. sq
4. Q. B. P. 2 (*a*)	Q. P. 1	24. B. to K. R. 5th	K. R. P. 1
5. K. B. to K. 2d	K. Kt. to K. 2d	25. Q. to K. R. 4th	Q. to Q. B. 2d
6. Q. Kt. to Q.B. 3d	K. Kt. to Kt. 3d	26. K. R. P. 1 (*d*)	Q. R. P. 1
7. Q. P. 1	K. B. to K. 2d	27. K. to K. R. 2d	K. Kt. P. 2
8. Castles	K. B. to B. 3d	28. Q. to K. Kt. 4th	Kt. to K. 2d
9. Q. B. to K. 3d	Q. Kt. P. 1	29. K. R. P. 1	B. takes K. P. (*e*)
10. Q. to Q. 2d	Castles	30. Q. takes B.	Kt. takes P.
11. Q. R. to Q. sq.	Q. B. to Q. Kt. 2d	31. K. R. to Q. 3d	Q. to K. Kt. 2d
12. K. Kt. P. 2	Q. to Q. 2d	32. P. takes P.	Q. takes P.
13. K. B. P. 1	P. takes P.	33. K.R. to K.R. 3d	Kt. to Q. 5th (*f*)
14. K. Kt.P. takes P.	K. Kt. to K. 2d	34. Q. R.to K.Kt. sq.	Q. to K. B. 5th, ch
15. Q. P. 1	Q. B. P. takes P.	35. K. to R. sq	Q. R. to Q. R. 2d
16. K. Kt. takes P.	K. B. takes Kt.	36. Q. to K. Kt. 6th	Kt. to K. B. 4th
17. B. takes B.	K. B. P. 1 (*b*)	37. Kt. to Q. 5th	Q. takes Q. B. P.
18. Q. B. to K. 3d	K. R. to Q. sq (*c*)	38. B. to K. B. 3d	K. P. 1
19. Q. B. to K. B. 4th	Q. Kt. to K. 4th	39. Kt. to K. 3d	Q. to K. Kt.
20. Q. B. takes Kt.	K. B. P.takes Q. B.	40. B. takes P.	

White's last move forces Black to exchange pieces, and the result leaving no resource for Black, they resign.

Notes.

(*a*) Playing this Pawn two squares in the present opening, is objectionable. See the Hand-book, page 375.

(*b*) Imperatively called for, since, if the adverse P. reached the K. B. 6th, Black's game would have been hopeless.

(*c*) Playing the other Rook, would have lost a Pawn.

(*d*) A sage precaution, wanting which, the opposite Q. and Bishop might have proved troublesome.

(*e*) This appears to be the result of an imperfect calculation.

(*f*) K. R. to Kt. sq., to obtain command of the open K. Kt's. file, would, perhaps, have been better play.

* For Lille Game see page 394.

CHESS IN GERMANY.

The two following games were found among the papers of the late Dr. Bledow, and have just been published in the excellent "Berlin Schachzeitung."

Between Von Bilguer, and Dr. Bledow.

Black. (V. Bilguer.)	(*White.* Dr. B.)	*Black.* (V. Bilguer.)	*White.* (Dr. B.)
1. K. P. 2	K. P. 2	14. K. to R. sq.	K. Kt. P. 1
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	15. K. B. P. 2	P. tks. P. *en. pas.*
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	16. B. takes P.	Q. to K. 2d
4. Q. B. P. 1	Q. P. 1	17. Q. to K. 2d	K. R. P. 1
5. Q. P. 2	P. takes P.	18. Q. B. to K. Kt. 5th	Castles on Q. side
6. P. takes P.	B. to Q. Kt. 3d	19. B. takes K. R. P.	Kt. takes B.
7. Castles	K. R. P. 1	20. Q. takes Kt. (*a*)	Q. to Q. 2d (*b*)
8. Q. Kt. to B. 3d	Q. R. P. 1	21. Q. to K. 2d	Kt. to Kt. 5th
9. Q. R. P. 1	Q. B. to K. Kt. 5th	22. K. R. P. 1	Q. R. to K. Kt. sq.
10. Q. P. 1	Kt. to K. 4th	23. R. to K. B. 5th	R. takes B.
11. B. to K. 2d	B. takes Kt.	24. R. takes R.	Kt. to B. 7th, ch.
12. B. takes B.	K. Kt. to B. 3d	25. K. to Kt. sq. (*c*)	Kt. takes P., ch.
13. B. to K. 2d	K. Kt. P. 2	26. K. to B. sq.	Kt. takes R.

And Wins.

Notes.

(*a*) Had he taken the Q. with his Bishop, the Kt. would have given checkmate.

(*b*) He might have won the Bishop by playing K. B. P. 1. The B. would have taken the P., and have been retaken by the Q., Black remaining with two passed Pawns for a Piece.

(*c*) If to R. 2d, mate followed in three moves.

Between the same Players.

White. (Dr. Bledow.)	*Black.* (V. B.)	*White.* (Dr. Bledow.)	*Black.* (V. B.)
1. K. P. 2	K. P. 2	14. Q. B. tks. K. Kt.	Kt. takes B.
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	15. B. tks. K. B. P., ch.	K. to B. sq. (*b*)
3. K. B. to Q. B. 4th	K. B. to Q. B. 4th	16. R. to Q. 3d	K. Kt. P. 2
4. Q. Kt. P. 2	B. takes Kt. P.	17. K. R. P. 1	B. takes K. R. P.
5. Q. B. P. 1	B. to Q. 3d (*a*)	18. Kt. takes K. P.	Q. takes Kt.
6. Castles	Q. to K. B. 3d	19. R. takes B.	K. Kt. P. 1 (*c*)
7. Q. P. 2	K. R. P. 1	20. B. to K. R. 5th	Q. to K. B. 5th
8. Q. Kt. to R. 3d	B. takes Kt.	21. B. takes P.	Q. takes B.
9. B. takes B.	Q. P. 1	22. R. to B. 3d, ch.	K. to K. sq.
10. P. takes P.	P. takes P.	23. Q. to K. B. 7th, ch.	K. to Q. 2d
11. Q. to her Kt. 3d	K. Kt. to K. 2d	24. K. R. to Q. sq., ch.	K. to B. 3d
12. B. to Q. 5th	R. to Q. Kt. sq.	25. Q. to her B. 4th, ch.	
13. Q. R. to Q. sq.	B. to K. Kt. 5th		

And Black resigns.

Notes.

(*a*) This is a highly censurable mode of defending the Evans gambit. It is better surely to decline the gambit altogether.

(*b*) Had the Q. taken the B., White would have exchanged Queens, and then have taken the K. P., ch., winning the Q. B. and remaining with a Pawn advantage.

(*c*) Had the Q. taken the K. P., White would have played B. to K. R. 5th, as in the present case.

ON THE ART OF SOLVING PROBLEMS.

To the Editor of the Chess Player's Chronicle.

SIR,—It may, perhaps, consist with the character of your work, to offer to the juvenile amateur a few hints on the art of solving problems in chess. I am generally very successful, and frequently without the board, if they do not exceed four or five moves. The result of my experience, though it may seem common place to practised players, may be useful to others.

Problems admit of being reduced to distinct classes—the first and principal class, force the mate of an adversary in a given number of moves.

The second, force a similar mate, either by a particular pawn or piece, or at a prescribed square, or on some other expressed condition.

The third force a stalemate, or some other form of drawn game; and

The fourth are suicidal, and compel an adversary to mate the player.

The same general rules of solution will apply, more or less, to each class *mutatis mutandis*: but it may be premised that the second class are uniformly easy, because the condition, whatever it may be, is indicative of the play to be followed; the third class are more perplexing than curious, because there are so many forms in which a game may be drawn, that an inexperienced player is puzzled by the want of a distinct and specific result to guide him. The last class scarcely fall within the principles of the game, and are doubtfully legitimate, because they, in some sense, compel the opponent to resort to play which, under other circumstances, would be bad play.

The first rule, on being presented with a problem, is to satisfy yourself that it comes from such a quarter that you may be assured of its perfect accuracy. When our friends discover that we are partial to such amusement, they often amuse themselves by collecting all kinds of problematical trash for our bewilderment; they write down the position carelessly, being often unconscious that the difference of a pawn, or of a square, in its location, makes *all* the difference; nor have they, by any accident, the solution at hand, so as to test the position. Hence the amateur is so often quizzed for his stolidity in being unable to solve an impracticable problem, which he is, at the same time, assured that "Miss Tiddle-diddle, made out in five minutes." It is a maxim with me, never even to look at a manuscript problem, unless produced by the hands of an acknowledged player.

The second rule is to take a general but careful survey of the whole position.

It is a common but clumsy artifice of unskilful problem-weavers, to crowd the board with superfluous pieces; the difficulty of solution is much increased, certainly, where many pieces are essential to force the mate, because the combination is more extensive and intricate. A well constructed position should not contain a single useless man; if on such a survey it is perceived that there is an absence of mutual support, or that the power of the pieces does not all bear on the same point, it may generally be inferred that all are not required in the proposed operation.

The third rule is to ascertain whether a mate is impending over the player himself.

If it be seen that there is a mate on the move, this always implies that the adversary must be kept in constant check; except in the single case of disabling the mating piece by interposing it to cover a check. These impending mates greatly facilitate solutions, as they shew that, however much a move may promise, it cannot be correct if it give the move to the adversary.

The fourth rule is to examine the position of the opposite King: if the mate is to be forced in three or four moves, it is obvious that the King cannot wander more than three or four squares from that which he occupies. It will commonly be found that out of the eight squares which he commands, more than half are blockaded by his own men or by the player's, so that his choice is restricted to two or three, and this points out the direction in which he is to be forced; for

It is a fifth rule, that wherever an inferior force is to mate by strength of position, that position must not be broken up by removing the pieces that constitute it, unless no others can be brought into play to sustain it. This rule must not be too vigorously adopted, as it often happens that not only the principal pieces must be moved, but freely sacrificed; for by such sacrifices the adverse King may be yet more effectually blockaded by his own men than by the player; and hence,

A sixth rule is very necessary; to consider whether the mate is to be forced by strength of position, or simply by a dexterous combination of two or three pieces.

Where the board is crowded, and the player's men will sustain each other, it is probable that the mate is forced solely by position; or where the board is not crowded, but only one or two minor pieces remain, clearly incapable, alone, to give mate, then strength of position *must* give the paramount advantage. In such cases, no move can be right which tends to destroy the position; but on the other hand, where the adverse King stands alone, or with only an inefficient staff, at a distance from him, then the mate is not achieved by position, but by the dexterous combination of the player's pieces.

A seventh rule depends on the last. If it is perceived that the mate is forced by position, the player must never allow himself to be checked, whether mate is impending or not: but if the position remain to be effected by the dexterous combination of such pieces and pawns as may be left on the board, then he should study the different kinds of mate which such a force is able to give in combination, and especially, how far his own King may aid in blockading the adversary's King.

An eighth rule is neither to be too slow in sacrificing a capital piece, nor too eager to obtain one by promotion. A Knight will often mate on the move, when a Queen would be useless.

A ninth rule is to observe whether the opposite Queen, Rooks, or Bishops are so placed as to be incapable of giving check in less than two moves. If they are, he may infer that continual check is no part of the solution.

And on the other hand, if he sees that the position allows of his discovering check, the inference is, that the interposing piece is very essential to force the mate, a move being gained whenever check is giving by discovery. This may be taken as a tenth rule.

It is an eleventh, that solutions rarely involve the sacrifice, and not very often, the promotion of pawns: the former breaks up a position more than any other play, while the latter is generally too tedious or too obvious and immediate a resource to fall within the plan of a good problem.

Lastly, the intended Œdipus must judge from the position of the pieces, whether it is such as to admit of *castling*, either to give or to avoid the mate. Good problems rarely resort to this, because it savours of unfair surprise; if it is enunciated that the player or his adversary is at liberty to castle, the play is anticipated; if it is not so enunciated, then it must necessarily be in most cases uncertain, whether or not the privilege has been lost; still the case is admissible, and the hint therefrom not superfluous.

I might append other useful cautions—such as never to assume a move to be out of the question because at first sight it appears unlikely or absurd; never to reckon the feat accomplished, till all the snares of stalemate, checks overlooked, &c. have been examined into; but I believe that a careful attention to these twelve maxims will enable any amateur, of tolerable skill, and most tolerant patience, to solve problems satisfactorily: unless in such extraordinary examples as that splendid one of Mr. Kuiper's, that was published about six or seven months since, and which, though I am affecting the didactic, cost me, I acknowledge, a day and a night of labour to unravel.

I am, Sir, your very obedient,

Porchester Terrace, Bayswater. G. S.

NOTICES TO CORRESPONDENTS.

"H. B. B."—"J. R. E.,"—and "W W."—Shall have due attention.

"S. H. W."—We shall be glad of a few more specimens.

"F. B.," Halifax.—Your solution of Mr. Kling's Problem, No. 161, may be shortened one move, we think. There appears an easy mate in seven moves.

"Pedona."—H. B. B."—Received with thanks.

"Muff."—We are sorry to say you are right. Mr. Kling's Problem, No. 197, may be solved in three moves.

"D. F."—"L. G."—A subscription of one guinea per annum will enable you to have the next year's numbers, post free.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 396.)

Twenty-Second Lesson.

Ninetieth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. B. 4th

This opening is given by Salvio, p. 69. The bringing out the K. B. to Q. B. 4th, on Black's part, is a bad move which loses the game by force.

3. Kt. takes P.	Q. to K. 2d
4. Q. P. 2	K. B. to Q. 3d

Black, instead of playing K. B. to Q. 3d, has the choice of the four following moves:

K. B. to Q. Kt. 5th, ch.
Q. P. 1 sq.
K. B. P. 1 sq.
K. B. to Q. Kt. 3d

These moves will form the subject of the next four openings.

5. K. B. P. 2	K. B. P. 1
6. Kt. to Q. B. 4th	Q. takes P., ch.

Kt. to Q. B. 4th is the correct move. If, instead of this move, you had given check with Q. at K. R. 5th, you would have lost a piece.

7. K. to B. 2d	Q. Kt. to B. 3d

Black could also take K. B. Pawn with the Bishop. (See the Variation.)

8. K. B. to Q. 3d	Q. tks. Q. P., ch.
9. Q. B. to K. 3d	

The next move you capture his Queen.

Variation from Black's 7th move.

White.	*Black.*
7. K. to B. 2d	K. B. takes B. P.
8. Q. Kt. to B. 3d	Q. to B. 4th
9. K. B. to Q. 3d	Q. to K. Kt. 4th
10. K. R. to K., ch.	K. Kt. to K. 2d

You will now withdraw your K. to Kt., says Salvio, and you will have the better game, although with a Pawn minus. Lolli examines the game further. The moves which we subjoin belong to the last named author. (See Lolli, p. 184.)

11. K. to Kt.	Q. Kt. to B. 3d
12. B. takes B.	Q. takes B.
13. Q. to K. R. 5th, ch	K. to B.
14. R. to K. 4th	Q. to K. Kt. 4th
15. Q. takes Q.	P. takes Q.

You will check with Q. R. at K. B. square, afterwards push on the Q. Pawn, and will win the game.

Ninety-first Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. B. 4th
3. Kt. takes P.	Q. to K. 2d
4. Q. P. 2	K. B to Q. Kt 5th, ch
5. Q. B. P. 1	B. to Q. R. 4th
6. K. B. P. 1	Q. P. 1

You will withdraw your Knight, and will remain with a Pawn more, and a good position.

Ninety-second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. B. 4th
3. Kt. takes P.	Q. to K. 2d
4. Q. P. 2	Q. P. 1
5. P. takes B.	Q. takes Kt.

Instead of taking Bishop with Pawn, you should have taken K. B. Pawn with Kt. (*See Variation.*)

6. P. takes P.	Q. tks. K. P., ch.
7. Q. B. to K. 3d	P. takes P.
8. Q. takes P.	

In this position, the game may be considered equal.

Variation from Black's fifth move.

1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. B. 4th
3. Kt. takes P.	Q. to K. 2d
4. Q. P. 2	Q. P. 1
5. Kt. tks. K. B. P.	Q. takes P., ch.
6. Q. B. to K. 3d	K. takes Kt.

Had you interposed the check with the K. Bishop, the game would have been nearly equal.

7. P. takes B.	P. takes P.
8. Q. to R. 5th, ch.	K. Kt. P. 1

Salvio, not perceiving this check, declares the game equal, but the Anonymous of Venice remarks, that he is mistaken. (Page 162.)

9. Q. tks. dbld. P.

Your game is to be preferred.

Ninety-third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. B. 4th
3. Kt. takes P.	Q. to K. 2d
4. Q. P. 2	K. B. P. 1

This opening is given by Lewis, in his Treatise, page 117.

5. Q. to R. 5th, ch.	K. Kt. P. 1
6. Kt. takes Kt. P.	Q. tks. K. P., ch.
7. K. to Q.	Q. takes Kt.
8. Q. takes B.	

You have a Pawn more, with a superior position.

Ninety-fourth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. B. 4th
3. Kt. takes P.	Q. to K. 2d
4. Q. P. 2	K. B. to Q. Kt. 3d
5. K. B. to Q. B. 4th	K. B. P. 1

This opening is given by the Anonymous of Venice, page 163.

6. K. Kt. to K. B. 7th	Q. takes K. P., ch.
7. Q. to K. 2d	

You will exchange Queens, and afterwards capture the K. Rook.

We ought to point out to our readers, that the author quoted as "the Anonymous of Venice," is only the first edition of the work by Ponziani—reprinted at Venice in 1812.

We have hitherto called him by this name, and shall do so to the end of our work, in order to follow, as close as possible, the Encyclopædia, wherein he is so denominated.

Ninety-fifth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. 3d

This opening is given by Dal Rio, chap. 9, and by Lolli, page 123.

Black's move is very bad. The Bishop posted on Q. 3d, not only prevents the Queen's Pawn from playing, but blocks up the Q. B., which is a very necessary piece to bring into play.

3. K. B. to Q. B. 4th	K. Kt. to B. 3d
4. Q. P. 2	Kt. takes K. P.

Had Black taken the Q. Pawn with K. Pawn, you could have won a piece, by pushing on the K. Pawn 1 sq.

5. Q. P. tks. K. P.	K. B. to Q. B. 4th
6. Q. to Q. 5th	K. B. tks. K. B. P. ch.
7. K to K. 2d	Castles
8. Q. takes Kt.	K. B. to Q. B. 4th
9. K. Kt. to Kt. 5th	K. Kt. P. 1
10. K. R. to B.	

In this position your game is preferable to Black's.

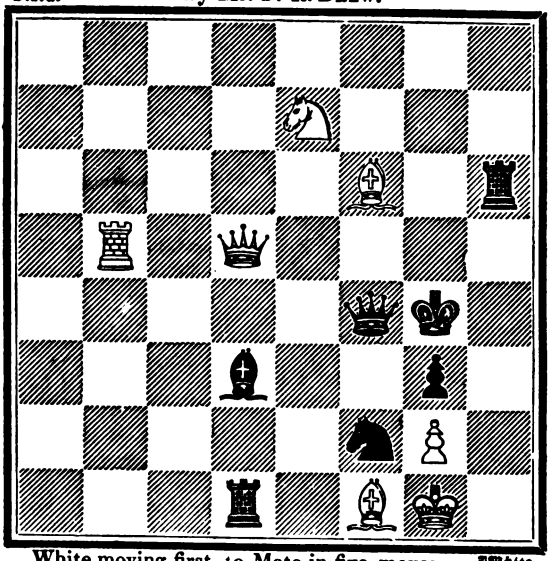
Ninety-sixth Opening.

White.	*Black.*
1. K. P. 2.	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. 3d
3. K. B. to Q. B. 4th	K. Kt. to B. 3d
4. Q. P. 2	K. P. takes P.
5. K. P. 1	B. to Q. Kt. 5th, ch.
6. Q. B. P. 1	Dbld. P. tks. P.
7. Kt. P. takes P.	B. takes P., ch.
8. Kt. takes B.	K. Kt. to R. 4th

PROBLEM No. 201.

By Mr. F. R. Drew.

Black.

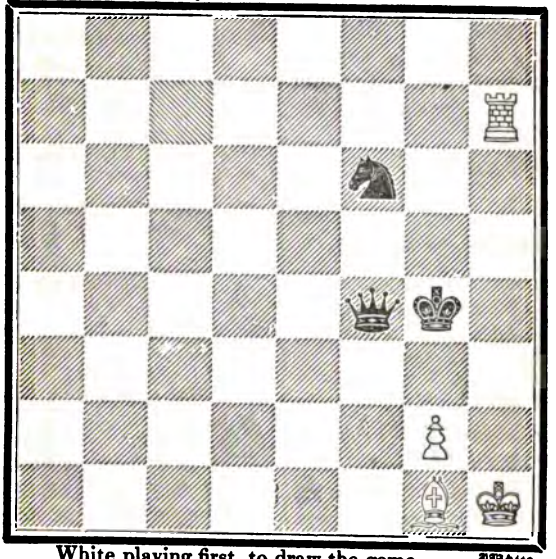


White moving first, to Mate in five moves. White.

PROBLEM No. 202.

By Mr. F. R. Drew.

Black.



White playing first, to draw the game. White.

PROBLEM No. 203.

By Beta, of St. Neot's.

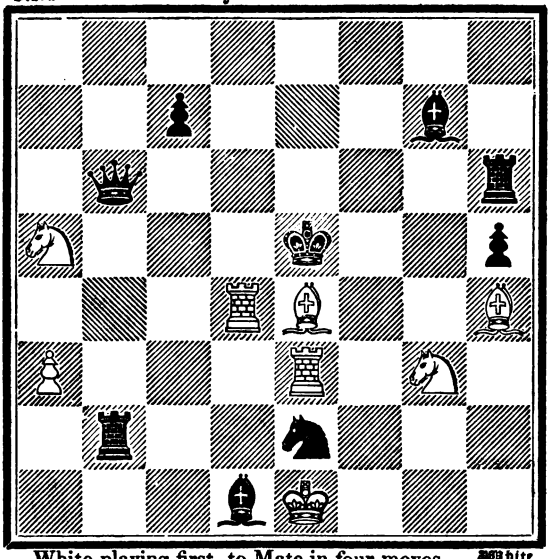
Black

White moving first, to Mate in five moves. White.

PROBLEM No. 204.

By the same.

Black.



White playing first, to Mate in four moves. White.

THE

Chess Player's Chronicle.

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CHESS MATCH.

The attention of our metropolitan amateurs have been agreeably excited during the past few days, by the progress of a little contest, got up to commemorate the opening of Mr. Ries's magnificent chess saloon, between Mr. Staunton and Mr. Lowe, long and favourably known to the frequenters of the Divan, as a player of unquestionable talent. The terms of the match were, simply, that seven games should be played, in each of which, Mr. Staunton should give the odds of the Pawn and two moves, and that the winner of the majority should be declared the conqueror.

Subjoined are the two first games played:

GAME THE FIRST.

(Remove Black's K. B. P. from the board.)

White. (Mr. L.)	*Black.* (Mr. S.)	*White.* (Mr. L.)	*Black.* (Mr. S.)
1. K.P. 2 and Q. P.2	K. P. 1	25. Q. takes B.	Q. Kt. to Q. 2d
2. Q. B. P. 2	Q. B. P. 2	26. Kt. to K. 6th (*f*)	R. takes R., ch.
3. P. to Q. 5th	Q. P. 1	27. R. takes R.	Q. takes R., ch.
4. Q. Kt. to B. 3d	K. B. to K. 2d	28. B. takes Q.	R. takes B., ch.
5. B. to Q. 3d	B. to K. B. 3d	29. K. to R. 2d	B. to Kt. 8th, ch.
6. K. Kt. to K. 2d	K. Kt. to K. 2d	30. K. to Kt. 3d	B. to K. B. 7th, ch.
7. K. Kt. to B. 4th	P. to K. 4th	31. K. to R. 2d (*g*)	Q. Kt. to B. 3d (*h*)
8. K. Kt. to R. 5th	K. Kt. to Kt. 3d	32. K. Kt. P. 1	Q. Kt. to Kt. 5th, ch.
9. Castles	Castles	33. Q. tks. Q. Kt. (*i*)	Kt. takes Q., ch.
10. K. B. P. 2	P. takes P.	34. K. to R. 3d	Kt. to K. 6th
11. Kt. takes P.	B. to Q. 5th, ch.	35. B. takes Kt.	B. takes B.
12. K. to R. sq.	K. Kt. to K. 4th	36. Kt. to Q. B. 7th	B. to Q. 5th
13. B. to K. 2d	P. to Q. R. 3d (*a*)	37. Kt. takes R. P.	R. to Q. R. 8th
14. Q. B. to Q. 2d	P. to Q. Kt. 3d (*b*)	38. K. to Kt. 4th	R. takes R. P.
15. Q. to K. sq.	R. to Q. R. 2d	39. Kt. to Q. B. 7th	R. to Q. Kt. 7th
16. Q. to K. Kt. 3d	Q. R. to K. B. 2d	40. Kt. to Q. Kt. 5th	B. to K. 4th
17. K. R. P. 2	Q. R. to K. B. 3d (*c*)	41. K. to B. 5th	R. takes Q. Kt. P.
18. P. to K. R. 5th	Q. to K. sq.	42. K. to K. 6th	R. takes K. Kt. P.
19. Q. R. to K. sq.	B. to Q. 2d	43. Kt. takes P.	B. takes Kt.
20. Q. Kt. to Q. sq.	P. to Q. Kt. 4th	44. K. takes B.	P. to Q. Kt. 6th
21. Q. Kt. P. 1	P. to Q. Kt. 5th	45. P. to K. 5th	P. to Q. Kt. 7th
22. Q. Kt. to K. R. 2d	Q. to K. B. 2d	46. P. to K. 6th	P. Queens
23. Q. Kt. to K. R. 3d	P. to K. R. 3d (*d*)	47. K. to K. 7th	Q. to Q. Kt. 2d, ch.
24. Q. to R. 4th (*e*)	Q. B. takes Kt.	48. K. to K. 8th	R. to Q. R. 6th

White resigns.

[*Notes.*

Notes.

(*a*) This was indispensable, to prevent the march of the adverse Knight to his 5th, which would have ultimately cost Black a Pawn.

(*b*) An important step, preparatory to bringing the Q. Rook into action.

(*c*) The moves on each side here are the result of profound examination of the position, and the purpose of each should be attentively considered by the student.

(*d*) At this point, the game is extremely complicated, and the slightest error of either party would be irreparable.

(*e*) Well played. To enable him to advance the Knight's Pawn.

(*f*) The opportunity so eagerly watched for, of planting this Knight at King's 6th, was irresistible, and there can be no doubt by seizing it, White accelerated the loss of the game. Mr. Lowe was of opinion that, by advancing P. to K. Kt. 4th first, he should afterwards have been enabled to post his Kt. at the desired square; but his opponent demonstrated he was mistaken, and that after the advance of the Kt. P. to Kt. 4th, Black would have afforded him no opportunity of moving the Kt. without ruinous loss. Perhaps White's best move was to play K. Kt P. to Kt. 4th.

(*g*) K. to his B. 4th would have been less directly fatal, but White appears to have no conception that his opponent had anything but perpetual check in view.

(*h*) After this move, White's game is irretrievable.

(*i*) Or mate follows in two moves. The termination of this game is especially interesting and instructive.

GAME THE SECOND.

(*Remove Black's K. B. P.*)

White. (Mr. L.)	*Black.* (Mr. S.)	*White.* (Mr. L.)	*Black.* (Mr. S.)
1. K.P.2. and Q.P. 2	K. P. 1	29. Kt. to K. B. 5th	Q. to K. B. 3d
2. Q. B. P. 2	Q. B. P. 2	30. P. to K. R. 4th	K Kt. to B. 2d
3. P. to Q. 5th	Q. P. 1	31. R. takes R., ch.	R. takes R.
4. B. to Q. 2d	B. to K. 2d	32. R. to K. Kt. sq.	R. to R. sq.
5. K. B. P. 2	P. takes P.	33. Q. to Q. B. 3d	Kt. to R. 3d
6. Q. B. P. takes P.	Q. to Q. B. 2d	34. R. to K. Kt. 6th (*d*	Q. to K. B. sq.
7. Q. Kt. to B. 3d	P. to Q. R. 3d	35. R. to K. Kt. 5th	Q. to K. B. 3d
8. K. Kt. to B. 3d	Q. B. to K. Kt. 5th	36. K. to K. Kt. 3d (*e*	R. to K. B. sq.
9. Castles	Q. Kt. to Q. 2d	37. Q. to K. 3d	Q Kt. to K. B. 2d (*f*
10. P. to K. R. 3d	B. takes Kt.	38. Kt. takes K. Kt.	Q. takes Kt.
11. Q. takes B.	K. Kt. to B. 3d	39. K. to R. 3d (*g*)	Kt. takes R., ch. (*h*
12. K. Kt. P. 2	K. R. P. 1	40. P. takes Kt.	Q to K. Kt. 2d
13. Q. R. P. 2	Castles with Q. R.	41. P. to K. R. 6th	Q. to K. Kt. 3d
14. B. to Q. 2d	Q. R. to K. B. sq.	42. K. to K. R. 4th	Q. to K. B. 2d
15. Q. to K. 2d	K. Kt. P. 2	43. Q. to K. Kt. 3d	Q. to K. 2d
16. K. to K. Kt. 2d	K. Kt. to R. 2d	44. B. to B. 3d	K. to Q. B. 2d
17. Q. R. to K. sq.	B. to B. 3d (*a*)	45. K. to R. 5th	R. to K. R. sq.
18. Kt. to Q. sq.	P. takes P.	46. P. to K. Kt. 6th	Q. to K. B. 3d
19. B. takes P.	K. Kt. to Kt. 4th	47. P. to Q. Kt. 3d	R. to K. sq. (*i*)
20. Kt. to K. 3d	K. Kt. to B. 2d	48. P. to K. R. 7th	Q. to K. Kt. 2d (*k*
21. Q. to Q. B. 2d	P. to K. R. 4th	49. B. to K. Kt. 4th	R. takes K. P.
22. B. to K. 2d	Q. Kt. to K. 4th (*b*	50. B. to K. B. 5th	R. to K. 4th
23. P. takes P.	Q. R., ch.	51. Q. to K. B. 4th	R. takes Q. P.
24. K. to R. 2d	B. to R. 5 h	52. K. to K. Kt. 5th	Q. to K. B. sq. (*l*)
25. Q. R. to Q. sq. (*c*	K. to Q. Kt. sq.	53. K. to K. Kt. 4th	Q. to K. Kt. 2d (*m*
26. R. to K. Kt. sq.	B. to K. Kt. 4th	54. B. to K. 4th	Q. to Q. 2d, ch.
27. B. takes B.	Kt. takes B.	55. K. to K. Kt. 3d	R. to K. 4th
28. Q. R. to K. B. sq.	Q. to Q. sq.	56. Q. takes R.	

And wins.

[*Notes.*

Notes.

(*a*) Lost time. He should have taken the P. at once.

(*b*) Here, again, Black errs. No proportionate advantage follows the sacrifice of his K. R. P.

(*c*) Better surely to have played it to Q. B. sq.

(*d*) Well played. Taking the Kt. would clearly have involved the loss of a Pawn.

(*e*) Correctly played, to prevent the threatened check of the Q. when the White Kt. may be withdrawn.

(*f*) Black has not hitherto conducted the game with remarkable energy, but the present critical position elicits some ingenious combinations.

(*g*) This is a good move.

(*h*) Extremely hazardous. It seems, however, to be the only resource.

(*i*) Black has managed to recover himself at this point, and, with due care, ought to ensure, at least, a drawn game, we think.

(*k*) The only move.

(*l*) Promising in appearance, but not so good as R. to Kt.'s 4th, with the object of afterwards throwing forward the Pawns on the Queen's side. That would, at least, have drawn the game.

(*m*) Fatal. He ought rather to have played the Rook to Q's. 8th.

CHESS IN GERMANY.

The two following games are from the unpublished papers of the late Dr. BLEDOW, and are extracted from the "Berlin Schachzeitung."

Black. (V. D. Laza.)	*White.* (Dr. B.)	*Black.* (V. D. Laza.)	*White.* (Dr. B.)
1. K. P. 2	K. P. 2	20. Q. R. to K. 3d	Q. Kt. to his 3d
2. K. B. P. 2	K. B. to Q. B. 4th	21. Kt. to Q. 2d	Q. B. P. 1
3. K. Kt. to B. 3d	Q. P. 1	22. K. P. 1	K. B. P. takes P.
4. Q. B. P. 1	Q. to K. 2d (*a*)	23. R. takes R., ch.	R. takes R.
5. Q. P. 2	P. takes P.	24. P. takes K. P.	R. to K. sq.
6. P. takes P.	B. to Q. Kt. 5th ch. (*b*	25. R. to K. sq.	Q. to K. 2d
7. Q. Kt. to B. 3d	K. Kt. to B. 3d	26. Kt. to K. B. 3d	R. to Q. sq.
8. K. P. 1	P. takes P.	27. Q. to K. 4th	Kt. to Q. R. 5th
9. K. B. P. takes P.	Kt. to K. 5th	28. Kt. to K. R. 4th	Kt. to B. 4th
10. Q. to her B. 2d	Q. B. to K. B. 4th	29. Q. to K. Kt. 4th	Kt. to Q. 6th
11. K. B. to Q. 3d	Kt. takes Kt.	30. R. to K. B. sq.	Kt. to K. B. 7th, ch. (*c*
12. P. takes Kt.	Q. B. takes B.	31. R. takes Kt.	Q. takes Kt.
13. Q. takes B.	B. to Q. R. 6th	32. Q. to K. 2d	Q. takes R.
14. Castles	B. takes B.	33. K. P. 1	Q. takes Q.
15. Q. R. takes B.	Castles	34. P. takes R. becoming a Q., ch.	K. to R. 2d
16. Q. P. 1	Q. to B. 4th, ch.		
17. K. to R. sq.	K. R. P. 1	35. K. R. P. 1	Q. takes Q. B. P.
18. Q. B. P. 1	Kt. to Q. 2d	36. Q. to her 7th	Q. to her Kt. 4th
19. Q. R. to K. sq.	Q. R. to K. sq.		

And White won by the strength of his Pawns.

Notes.

(*a*) K. Kt. to B. 3d, is perhaps a better move.

(*b*) Had he taken the K. P. with Q., ch., Black, by moving K. to B. 2d, would have had a dangerous attack upon him presently.

(*c*) This is a brilliant manœuvre.

Between the same Players.

White. (Dr. B.)	*Black.* (V. D. L.)	*White.* (Dr. B.)	*Black.* (V. D. L.)
1. K. P. 2.	K. P. 2	11. Q. B. P. 1	K. to Kt. sq. (*b*)
2. K. Kt. to B. 3d	Q. Kt. to B. 3d	12. Q. Kt. to Q. 2d	K. B. P. 2
3. K.B. to Q. B. 4th	K. B. to Q. B. 4th	13. Q. Kt. P. 2	K. B. P. 1
4. Q. B. P. 1	B. to Q. Kt. 3d	14. B. takes B.	P. takes B.
5. Q. P. 2	Q. to K. 2d	15. B. to Q. B. 2d	K. Kt. to B. 3d
6. Castles	Q. P. 1	16. Q. R. P. 2	K. Kt. P. 2
7. Q. B. to K. 3d	Q. B. to K. Kt. 5th	17. K. R. P. 1	K. R. P. 2
8. K.B. to Q.Kt. 5th	Q. R. P. 1	18. Q.Kt.to his 3d (*c*	B. takes K. Kt.
9. K. B. to R. 4th	Castles on Q.side (*a*	19. P. takes B.	P. to K. Kt. 5th
10. Q. P. 1	Q. Kt. to R. 2d	20. Q. B. P. 1	P. takes K. R. P.

And Black ultimately won the game.

Notes.

(*a*) Castling on the Queen's side is not generally advisable.

(*b*) Taking the Q. B. would do anything but facilitate Black's intended advance of his Pawns on the adversary's King.

(*c*) It would be very dangerous to take the Q. B. with the Pawn.

CHESS MATCH.

The following games form the first portion of an interesting little match now pending between Mr. E. Williams, of Bristol, and Mr. C. Kenny; the former giving the odds of Pawn and move. The result of the first and second meeting being as follows.

Mr. Williams, 2.—Mr. Kenny, 2.—Drawn, 0.

(*Remove White's K. B. Pawn.*)

Black. (Mr. C. K.)	*White.* (Mr. E. W.)	*Black.* (Mr. C. K.)	*White.* (Mr. E. W.)
1. K. P. 2	K. P. 1	13. Q. B. to K. 3d	Q. B. P. takes P.
2. Q. P. 2	Q. P. 2	14. P. takes P.	Q. B. to Q. 2d
3. K. P. 1 (*a*)	Q. B. P. 2	15. Q. Kt. to Q. 2d	Kt. to Q. Kt. 5th
4. K. B. to Q. 3d	K. Kt. P. 1	16. Kt. to K. R. 4th	Kt. to Q. 6th, ch.
5. Q. B. P. 1	Q. Kt. to B. 3d	17. K. to B. sq.	R. to K. R. 4th
6. K. Kt. to B. 3d	K. B. to K. Kt. 2d	18. K. to Kt. sq. (*c*)	B. to K. sq.
7. K. R. P. 2	K. Kt. to K. 2d	19. Q. to K. Kt. 4th	K. to R. 2d
8. K. R. P. 1	Castles (*b*)	20. Q. Kt. to K. B. 3d	B. to K. R. 3d
9. R. P. takes P.	R. P. takes P.	21. B. takes B.	K. takes B.
10. K. B. to Q. B. 2d	Q. to Q. Kt. 3d	22. Kt. to K. Kt. 5th (*d*)	Q. R. to Q. B. sq.
11. Q. Kt. P. 1	Kt. to K. B. 4th	23. Kt. takes K. P.	Q. R. to B. 7th
12. B. takes Kt.	R. takes B.	24. Kt. to K B 5th, ch (*e*)	K. to R. 2d

And Black mates in three moves.

Notes.

(*a*) This throws the attack into the second player's hands. It is better, therefore, in the present position, to take P. with P., rather than advance the K.'s Pawn.

(*b*) Incautious. There can be little security for the King in a position so exposed to the enemy's forces.

(*c*) Black has now got his King into safe quarters.

(*d*) A very pretty conception. If the Kt. be taken, Black gives mate on the move.

(*e*) Again, White dare not take the Kt.

Between the same parties.

(Remove White's K. B. Pawn.)

Black. (Mr. C. K.)	*White.* (Mr. E.W.)	*Black.* (Mr. C. K.)	*White.* (Mr. E.W.)
1. K. P. 2	Q. Kt. to B. 3d	14. Q. to R. 4th	Kt. to Kt. 3d
2. Q. P. 2	K. P. 2	15. Q. to B. 2d	Q. B. P. 2
3. Q. P. 1	Q. Kt. to K. 2d	16. Kt. to K. R. 4th	Q. R. to Q. Kt. sq.
4. B. to K. Kt. 5th	Q. P. 1	17. Kt. to K. B. 5th	Q. Kt. P. 2
5. Q. Kt. to B. 3d	K. Kt. to B. 3d	18. Q. Kt. P. 1	Q. to B. 2d (*a*)
6. B. takes Kt.	P. takes B.	19. K. R. P. 1	Q. B. P. 1
7. Q. to K. R. 5th,ch.	Kt. to Kt. 3d	20. P. takes P. (*b*)	P. takes P.
8. K. B. P. 2	P. takes P.	21. B. to K. 2d	Q. to R. 4th
9. B. to Q. 3d	K. B. to Kt. 2d	22. K. to Q. 2d	Kt. to K. 4th
10. K. Kt. to B. 3d	Castles	23. Kt. takes Q. P. (*c*)	P. to K. B. 6th (*d*)
11. Castles with Q. R.	Kt. to K. 4th	24. P. takes P.	K. B. P. 1
12. K. R. P. 1	Q. B. to Q. 2d	25. R. to K. Kt. sq.	Kt. to K. Kt. 5th
13. K. R. to K. B.	B. to K. sq.	26. R. takes Kt.	

White mates in three moves.

Notes.

(*a*) Q. to Q. R.'s 4th, looks much more promising.

(*b*) Better securely to have retreated the Bishop, than to open such an avenue to the King's quarters.

(*c*) This was not judicious. If, instead of so playing, he had taken off the King's Bishop, his game would have been defensible.

(*d*) White plays the termination of the game extremely well.

Lively skirmish, in which Mr. STAUNTON gives Lieut.-Colonel NESBITT the Pawn and two moves.

(Remove White's K. B. P. from the board.)

Black. (L. C. N.)	*White.* (Mr. S.)	*Black.* (L. C. N.)	*White.* (Mr. S.)
1. K. P. 2		12. K. to Q. 2d (*b*)	Cas. on Q.'s side
2. Q. P. 2	Q. Kt. to B. 3d	13. Q. Kt. to B. 3d	B. to Q. Kt. 5th
3. Q. B. to K. 3d	K. P. 2	14. Q. R. P. 1	B. to Q. R. 4th
4. Q. B. P. 1	K. Kt. to B. 3d	15. Q. to her B. 2d	K. R. to K. sq.
5. K. B. to Q. 3d	Q. P. 2	16. Q. Kt. P. 2	B. to Q. Kt. 3d
6. Q. to Q. B. 2d (*a*	P. takes Q. P.	17. Kt. takes K. P.	Kt. takes Kt., ch.
7. Q. B. P. takes P.	P. takes K. P.	18. K. takes Kt.	Q. to K. B. 4th (*c*
8. B. to Q. Kt. 5th	B. to Q. 2d	19. K. R. to K. B. sq. (*d*	Q. R. to Q. 3d
9. K. Kt. to K. 2d	Q. Kt. to his 5th	20. Q. to her Kt. 2d	Q. R. to Q. B. 3d (*e*
10. B. takes B., ch.	Q. takes B.	21. Q. R. P. 1	Kt. to Q 3d., dis. ch.
11. Q. to her Kt. 3d	Kt. to Q. 6th, ch.	22. K. to Q. 2d	Kt. to Q. B. 5th, ch.

And Black resigns.

Notes.

(*a*) This loses a Pawn at least.

(*b*) Fearing to confine his King's Rook, Black subjects himself to a worse dilemma by bringing his King into the field.

(*c*) White has now an irresistible hold of the adverse King.

(*d*) This is of no avail. It only gives White time to accumulate his forces on the imprisoned monarch's position.

(*e*) Threatening mate next move.

CHESS AT BRIGHTON.

Game played at the Brighton Chess Club, between Captain KENNEDY and Dr. C.

White. (Capt. K.)	*Black.* (Dr. C.)
1. K. P. 2	Q. B. P. 2
2. K. B. P. 2	Q. Kt. to B. 3d
3. K. Kt. to B. 3d	Q. R. P. 1
4. Q. B. P. 1	K. P. 1
5. K. B to K. 2d	Q. P. 2
6. P. takes P.	P. takes P.
7. Q. P. 2	Q B. P. 1
8. Castles	K. B. to K. 2d
9. Q. Kt. P. 1	Q. Kt. P. 2
10. Q. R. P. 2	Q. B. to K. 3d
11. Q. R. P. takes P.	Q. R. P. takes P.
12. R. takes R.	Q. takes R.
13. Q. Kt. P. takes P.	Q. Kt. P. takes P.
14. K. Kt. to K. 5th	K. Kt. to B. 3d
15. K. B. P. 1	Q. B. to Q. 2d
16. K. B. to K. B. 3d	Q. to Q. R. 2d
17. Kt. takes Kt.	Q. B. takes Kt.
18. Q. B. to K. B. 4th	Castles
19. Q. Kt. to Q. 2d	R. to Q. R. sq.
20. Q. B. to K. 5th	Kt. to Q. 2d
21. K. to R. sq.	K. B. P. 1
22. Q. B. to K. B. 4th	Q. to Q. Kt. 2d
23. Q. to K. 2d	Kt. to K. B. sq.
24. K. R. P. 2	R. to K. sq.
25. R. to Q. Kt. sq.	Q. to Q. 2d
26. K. Kt. P 2	K. B. to Q. 3d (*a*)
27. Q. to K. R. 2d	B. takes B.
28. Q. takes B.	R. to K. 2d
29. K. to K Kt. 2d	B. to Q. Kt. 2d
30. Kt. tks. Q. B. P. (*b*)	Q. to K. sq.
31. Kt. to Q. 6th	R. to K. 7th, ch.
32. K. to K. B. sq.	Q. to K. 6th
33. Q. takes Q.	R. takes Q.
34. K. to K B. 2d	R. takes K. 2d
35. R. takes B.	

And Black resigned.

Notes.

(*a*) K. B. to Q. Kt. 5th in place of this move, would have enabled Black to secure, at least, a valuable Pawn.

(*b*) Black's last move, now enables his opponent safely to take this P., the capture of which, he has for some time past, been endeavouring to effect.

TO SUBSCRIBERS.

Subscribers and the Public are respectfully informed, that to enable the Proprietors of the CHESS PLAYER'S CHRONICLE to carry out the improvements they contemplate in the Magazine, it has been found desirable to discontinue the Weekly Numbers. The Work, containing two closely printed sheets of matter, will, therefore, in future, be published with the Magazines, at the end of each month, Price 1*s.* 6*d.*

The first part of the new volume will be published on the 31st of January next, and will contain, in addition to other interesting matter, the Games in the Match between Messrs. Staunton and Lowe; a Paper by Heydebrandt der Laza, &c., &c.

NOTICES TO CORRESPONDENTS.

"W. A. T."—The Problem you so much desire shall be given on the wrapper of the first number of vol. ix., which will be published on the 31st of January, 1848. We know nothing of Mr. Lewis's intentions regarding the supplement you mention.

"E. E.," Glasgow, is right.

"A Loyal Chess Player."—A piece cannot be taken in the act of Castling. The little work in question is intituled "Chess Exemplified in a Concise and Easy Notation." Longman, 1842. The Notation therein adopted, however, did not strike us as either easy or concise.

"S. A.," Newcastle.—We are much pleased to hear of the promising auspices under which your new Club has started. The game shall appear.

CALVI'S ELEMENTARY LESSONS.

(*Continued from page* 404.)

Had Black played his K. Kt. to his 5th, you should still take the K. B. Pawn.

9. K.B.tks.K.BPch	K. takes B.
10. Kt.to Kt. 5th, ch	K. to Kt. 3d

It is evident that you have the better game.

Ninety-seventh Opening.

White.	*Black.*
1. K. P. 2.	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. 3d

The present opening also belongs to Dal Rio.

3. K.B.toQ. B. 4th	K. Kt. to B. 3d

Black could also play K. B. P. 1 sq., or Q. to K. 2d; these moves will be analyzed in the next Lesson.

4. Q. P. 2	Q. Kt. to B. 3d
5. Q. P. takes P.	Q. Kt. takes P.

Had he taken Pawn with Bishop, you should play K. Kt. to his 5th, and afterward push on the K. B. P. 2 sq. (See the First Variation.)

6. Kt. takes Kt.	B. takes Kt.
7. K. B. P. 2 sq.	B. to Q. 3d

Black could take K. Pawn with Knight, and leave his Bishop *en prise*. In that case, you should play Q. to Q. 5th, not heeding the check which he could give you with Q. at K. R. 5th. (See the Second Variation.)

8. K. P. 1	Q. to K. 2d

Dal Rio now Castles, by placing K. on R. sq., and R. on K. sq. This method of Castling not being permitted according to our laws, you can play Q. to K. 2d, and will win a piece.

First Variation.

White.	*Black.*
5. Q. P. takes P.	B. takes P.
6. K. Kt.to Kt. 5th	Castles
7. K. B. P. 2	B. to Q. 5th
8. K. P. 1	Kt. to K.

Had Black played his Q. to K. 2d, you should move the K. to B. sq.

9. Q. to K. R 5th	K. R. P. 1
10. Kt. takes B. P.	

In this position, it is evident you have the better game.

Second Variation.

White.	*Black.*
7. K. B. P. 2	K. Kt. takes P.
8. Q. to Q. 5th	Q. to R. 5th, ch.
9. K. Kt. P. 1	Kt. takes P.
10. P. takes Kt.	Q. takes Kt. P.,ch.
11. K. to Q.	B. to Q. 3d

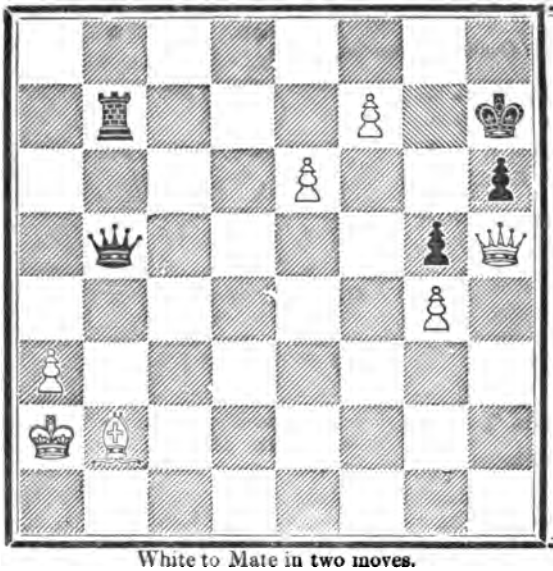
Had he taken your Pawn with his K. Bishop, you should take the K. B. Pawn with Queen, checking; and afterwards take the Bishop with the Queen.

12. Q. tks. B. P., ch.	K. to Q.
13. K. R. to B.	K. R. to B.
14. Q. to Q. 5th	B. takes P.
15. B. takes B.	R. takes B.
16. Q.toK.Kt.8thch	K. to K. 2d
17. R. to K., ch.	K. to B. 3d
18. Q.toK.B.7th,ch.	K. to Kt. 4th
19. R. to K. 5th, ch.	

You can now mate in two moves.

End of Twenty-Second Lesson.

PROBLEM No. 45.



White to Mate in two moves.

CALVI.

PROBLEM No. 46.

White.

K. on K. R. 2d
R. on K. Kt. 4th
Kt. on K. B. 7th
P. on K. Kt. 2d
P. on K. R. 3d

Black.

K. on K. R. 4th
R. on K. Kt.
P. on K. R. 3d
P. on K. Kt. 3d

White to mate in 4 moves.

TWENTY-THIRD LESSON.

Second Section—K. Kt. at 2d move.

This Lesson will conclude the analyses of the openings comprised in the second section.

The result proves, as has been explained, that the best defence against the move of K. Knight at the 2d move, is to play the Q. Kt. to B. 3d, and the other defences are more or less objectionable, with the exception of that of Q. P. 1 sq., which may be sustained with some chance of success. In the second section another opening may be included—that wherein the second player pushes on the K. B. P. 2 squares. This opening has been carefully analysed by Mons. St. Amant, in the January number of the Palamede for 1843.

I shall examine it also, but with the irregular gambits, wishing to follow, as far as possible, the order adopted by the author of the *Encyclopædia*.

The openings included in the third section, namely, the King's gambit, form the most interesting study in the game of Chess. I shall therefore omit nothing which may prove interesting to the reader, and shall endeavour to explain the different openings with a clearness, and conciseness so indispensable in difficult combinations.

Ninety-eighth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. 3d
3. K. B. to Q. B. 4th	Q. B. P. 1

We have seen in the preceding lesson, that Black had a bad game when he played out his K. Kt. to B. 3d. In the present opening, we shall see that if, instead of bringing out his Kt., he play his Q. B. Pawn or Q. Pawn, his game will still be inferior to your own.

This opening is given by Lewis.

4. Q. P. 2	K. P. takes P.
5. Q. takes P.	Q. to K. 2d
6. Q. tks. K. Kt. P.	Q. to K. B. 3d
7. KB.tks.KBP.ch.	Q. takes B.
8. Q. takes R.	

It is evident that you have the better game.

Ninety-ninth Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. to Q. 3d
3. K. B. to Q.B.4th	Q. to K. 2d
4. Q. P. 1	K. B. to Q. B. 4th

I think you would have done better, had you pushed on the Q. Pawn two squares, instead of one.

We are indebted for this opening to Selenus.

Black's move is well played, but it shews that he has lost a move, by playing K. B. to Q. 3d, at the 2d move.

5. K. Kt. to Kt.5th	K. Kt. to R. 3d
6. Q. to K. R. 5th	Q. P. 1
7. K. B. P. 2	Q.B. to K.Kt. 5th
8. Q. to R. 4th	K. B. P. 1
9. P. takes P.	P. takes Kt.
10. Q. B. takes P.	Q. takes dbld. P.
11. Q. Kt. to B. 3d	Q. B. to K. 3d

Black's move is badly played. You could play Q. B. to K. B. 4th, and win his Q. B.

12. Q. to R. 5th, ch.	Q. B. to K. B. 2d
13. B. takes B., ch.	Kt. takes B.
14. K. R. P. 2 sq.	K. Kt. P. 1

Black, before playing the K. Kt. Pawn, should have given check with Queen at K. Kt. 6th, and his position would have been better than yours.

We need not pursue the analysis of this opening further, because it is not very interesting: besides, we have seen that you might have won the game, by playing the Q. Bishop.

One Hundredth Opening.

Damiano's Gambit.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B P. 1.

Black's move is bad, and ought to lose him the game by force.

3. K. Kt. tks. K. P. | P. takes Kt.

Instead of taking Pawn with Kt., you could, as Walker remarks, bring out the K. B. to Q. B. 4th, and form a powerful attack.

The sacrifice you make of the Knight, constitutes the Damiano Gambit. This author gave this opening with some faults; but who would pretend to publish a work on Chess free from error? We shall explain it, with corrections borrowed from several authors.

Black, instead of taking the Knight, could play Q. to K. 2d. (See the 102d and 103d Openings.)

4. Q.toK.R.5th.ch. | K. Kt. P. 1

Black could also play K. to K. 2d. (See the next Opening.)

5. Q. takesK.P.,ch. | Q. to K. 2d

Had Black moved his K. to K. B. 2d, you should check him with K. Bishop.

6. Q. takes R. | Q. takes K. P., ch.

Black instead of taking this Pawn, could shut up your Queen by playing K. Kt. to B. 3d. (See the following Variations.)

7. K. to Q. | K. Kt. to K. 2d

You take R. Pawn with Q, says Damiano, and then you will provoke an exchange of Queens, on account of the advantage you have.

First Variation.

White.	*Black.*
6. Q. takes R.	K. Kt. to B. 3d
7. Q. P. 2 sq.	Q. takes K. P., ch.

Had you played this Pawn only one square, you would not have been able to give check to the King with the K. Bishop, in case the Black King should move to his B. 2d.

Black, instead of taking K. P. with the Queen, could take it with the Knight, or play Q. Pawn 1 square. In the first case, you should move your

Queen to K. 5th. In the second, see the Second Variation.

8. K. B. to K. 2d	Q. takes K. Kt. P.

The Italian authors, instead of covering the check with K. B., interpose with the Q. B., on account of the different manner of Castling.

Black, instead of taking the K. Kt. Pawn, could take the Q. Pawn, or play K. to B. 2d. In the first case, you should move the Q. B. to K. R. 6th. In the second case, you should play the same Bishop to K. Kt. 5th.

9. K. R. to B.	Q. to B. 3d
10. Q. B. to R. 6th	

The next move you take the Bishop with the Queen, and will have a good position.

Second Variation.

White.	*Black.*
7. Q. P. 2 sq.	Q. P. 1
8. Q. Kt. to B. 3d	Q. B. P. 1

Black could also play Q. B. to K. 3d, or K. to B. 2d.

To the first move, you should reply with K. P. 1 sq.; to the second, you should move the Q. B. to K. Kt. 5th. Black would have defended his Knight by playing the Q. Kt. to Q. 2d, and you would check the King with K. Bishop, forcing him to retire to his own square.

9. Q. B. to K. R. 6th	Q. Kt. to Q. 2d
10. Castles	K. to B. 2d
11. B. takes B.	Kt. takes B.
12. K. P 1	Kt. to Kt. 5th
13. Kt. to K. 4th	Q. P. 1

If Black had taken Pawn with Pawn, you should retake with Q. Pawn, and your position would have been very good.

14. Kt. to Q. 6th, ch.	K. to K. 3d
15. K. B. to K. 2d	Kt. takes B. P.

You will attack the Kt. with one of the Rooks, and will win easily.

One Hundred and First Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. P. 1.
3. K. Kt. tks. K. P.	P. takes Kt.
4 Q. to K. R. 5th, ch.	K. to K. 2d
5. Q. tks. K. P., ch	K. to B. 2d
6. K. B. to Q B 4th ch	K. to Kt. 3d

Black could push on the Q. Pawn 2 sq. (See Variation.)

7. Q. to K. B. 5th, ch.	K. to R. 3d

Lopez, instead of giving this check, advises you to push on K. R. P. 2 squares.

8. Q. P. 2, ch.	K. Kt. P. 2
9. K. R. P. 2	Q. P. 2
10. Q. to K. B. 7th	

If your adversary, says Lolli, p. 248, move his Q. B. to K. R. 6th, you take Pawn with Pawn, and give checkmate by taking B. with Rook.

Variation from Black's sixth move.

White.	*Black.*
6. K. B. to Q B 4th ch	Q. P. 2 sq.
7. B. takes P., ch.	K. to Kt. 3d
8. K. R. P. 2	K. R. P. 1

Black, instead of playing K. R. P. 1, could push it on 2 squares, or play K. B. to Q. 3d.

In the first case, you should play as follows.

K. B. takes Q. Kt. P.	B. takes B.

Black would have done better, had he moved his Q. to K. B. 3d.

Q. to K. B. 5th, ch.	K. to R. 3d
Q. P. 2, ch.	K. Kt. P. 2
Q. to B. 7th	

The next move, you take P. with P. and afterwards the R. P. with Rook.

In the second case—

K. R. P. 1, ch.	K. to R. 3d
Q. P. 2, ch.	K. Kt. P. 2
P. tks P. *en pass.*, ch.	K. takes P.
Q. to R. 5th, ch.	

The following move you will give checkmate.

9. B. tks. Q. Kt. P.	K. B. to Q. 3d
10. Q. to Q. R. 5th	Q. Kt. to B 3d

Your game is evidently better than that of Black's.

One Hundred and Second Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. P. 1
3. Kt. takes P.	Q. to K. 2d

This and the next opening are from Cozio.

Q. to K. 2d is the best defensive move Black can make in this position.

4. Kt. to B. 3d	Q. takes K. P., ch.

You did right to withdraw your Kt. If, instead of this move, you had given check with Q. at K. R. 5th, you would have lost a piece. (See the next Opening.)

5. K. B. to K. 2d	Q. to B. 3d
6. Castles	Q. P. 2
7. Q. Kt. to B. 3d	Q. R. P. 1
8. K. R. to K.	K. B. to K. 2d
9. K. Kt. to Q. 4th	Q. to B. 4th

If Black had moved the Q. to Q. 2d, you should play K. Kt. to K. 6th.

10. K. B. to K. Kt. 4th	B. takes B.
11. Q. takes B.	

In this position, you have certainly the better game.

One Hundred and Third Opening.

White.	*Black.*
1. K. P. 2	K. P. 2
2. K. Kt. to B. 3d	K. B. P. 1
3. Kt. takes P.	Q. to K. 2d
4. Q. to K. R. 5th ch.	K. Kt. P. 1.

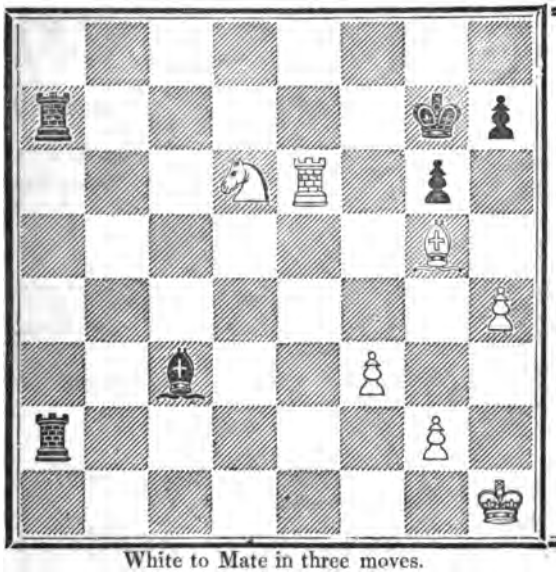
Your last move is badly played. It occasions the loss of a piece, and consequently the game.

5. Kt. takes P.	Q. takes K. P., ch.
6. K. B. to K. 2d	Q. takes Kt.

Black, having a Piece more, ought to win the game.

End of Twenty-third Lesson, and completion of the Second Section.

PROBLEM. No. 47.



White to Mate in three moves.

PROBLEM No. 48.

White.

K. on K. Kt. 2d
Q. on K. 6th
R. on K. R. 6th
R. on Q. R.
B. on Q. Kt. 3d
Kt. on K. R. 4th
Pawns on K. Kt. 3d, K. B. 3d, and Q. R. 2d.

Black.

K. on K. R.
Q. on K.
R. on K. Kt.
R. on Q. R.
B. on Q. Kt. 3d
Kt. on Q. B. 3d
Pawns on K. R. 2d, K. Kt. 3d, K. B. 2d, and Q. R. 2d.

White to mate in 5 moves.

CALVI.

SOLUTIONS TO PROBLEMS IN Nos. 42 to 50.

No. 165.

White.	*Black.*
1. B. to R.	K. takes B.
2. K. to B.	P. 1, ch.
3. Kt. takes P.	P. Queens.
4. Kt.	

Mates.

No. 166.

White.	*Black.*
1. Kt. to Q. B. 4th	K. B. P. 1
2. B. to Q. 6th	Q. R. P. 1
3. P. to Q. Kt. 4th	Q. R. P. 1
4. B. to K. B. 4th	P. Queens
5. Kt. to K. 3d	

Mate.

No. 167.

White.	*Black.*
1. K. B. to K. Kt. 6th, ch.	K. to Q.
2. R. to Q. 6th, ch.	R. takes R.
3. P. takes Kt., ch.	K. takes P.
4. Q. to Q. B. 7th, ch.	K. to K. 3d
5. K. B. to B. 5th, ch.	K. to K. 4th
6. Q. B. to Q. B. 2d	

And Black is stalemated.

No. 168.

White.	*Black.*
1. K. to Kt. 7th	Q. to B. 6th, ch. (*a*)
2. B. takes Q.	Kt. to K. 2d (*b*)
3. B. takes P., ch.	K. to K.
4. R. takes Kt.	

Mate.

(*a*) If Kt. to K. 2d, mate can equally be forced in three more moves.

(*b*) If Kt. to K. 3d, Q. takes Kt., and mates next move.

No. 169.

White.	*Black.*
1. Q. to K. Kt. 8th, ch.	K. to Q. 2d
2. Q. to K. B. 7th, ch.	K. takes Q. P.
3. Kt. to Q. Kt. 7th, ch.	K. to Q. B. 3d
4. Q. to Q. 5th, ch.	K. takes Q.
5. Kt. takes Q. Kt P., ch.	K. to Q. B. 5th
6. B. to Q. 3d	

Mate.

No. 170.

White.	*Black.*
1. Kt. to Q. B. 6th, ch.	K. moves
2. Kt. takes P., dis. ch.	K. moves
3. Kt. to Q. B. 6th, ch.	K. moves
4. Kt. takes B., dis. ch.	K. moves
5. Q. Kt. P. 2, ch.	P. takes P. *en pas.*
6. B. to Q. Kt. 4th, ch.	K. takes B.
7. Kt. to Q. 5th	

Mate.

No. 171.

White.	*Black.*
1. R. to Q. Kt. 6th, dis. ch.	Q. takes B.
2. Kt. to K. B. 2d, ch.	K. takes Kt.
3. Q. to Q. B. 5th, ch.	K. takes Q.
4. B. to K. 3d	

Mate.

No. 172.

White.	*Black.*
1. R. takes Kt., ch.	K. takes R.
2. P. 1 becomes a Kt, ch.	K. to B. 3d
3. R. to K. 6th, ch.	K. takes R.
4. Kt. to Q. B. 5th, dis. ch.	K. to K. B. 3d
5. Kt. to Q. 7th	

Mate.

No. 173.

White	*Black.*
1. Q. to Q. Kt. 5th, ch.	Q. takes Q.
2. R. to K. 4th	K. to Q. 4th
3. Kt. to Q. B. 3d, ch.	K. to Q. B. 3d
4. Kt. takes Q. R. P.	

Mate.

No. 174.

White.	*Black.*
1. B. to K. Kt. 3d, ch.	R. interposes
2. B. to Q. R. 4th	K. to B. 4th
3. B. to Q. B. 2d, ch.	K. to K. 4th
4. R. to Q. 3d	K. to B. 4th
5. R. to Q. 5th	

Mate.

No. 175.

White.	*Black.*
1. K. to Q. 3d	B. to B. 3d (*a*)
2. R. to B. 4th	B. to K. 4th
3. R. to Q. 4th	B. takes R.
4. P. mates.	

(*a*) If B. take R., mate follows in three moves.

No. 176.

White.	*Black.*
1. R. to Q. 7th, ch.	K. moves
2. R. to Q. 6th, ch.	K. moves
3. P. 1, ch.	P. takes P.
4. R. to K. 6th, ch.	P. takes R.

Mate.

No. 177.

White.	*Black.*
1. Kt. to K. 4th	Black's moves are all forced.
2. Q. to Q. 5th, ch.	
3. Q. to K. B. 7th, ch.	
4. Kt. from K. 4th to Q. 6th, ch.	
5. Q. to K. B. 3d, ch.	
6. Q. to Q. B. 3d, ch.	Kt. takes Q.

Mate.

No. 178.

White.	*Black.*
1. Kt. to R. 6th, ch.	K. to R.
2. Kt. to Q. B. 7th, doub. ch.	K. to Kt.
3. Q. takes P., ch.	K. takes Q.
4. R. to R. 7th, ch.	K. to Kt.
5. Kt. to Q. R. 6th	

Mate.

No. 179.

White.	*Black.*
1. Kt. from B. 3d to K. 5th (best)	Q. to K. 5th (best)
2. Q. to Q. R. 8th, ch.	K. to Q. B. 4th (best)
3. Kt. to Q. 3d, ch.	Q. takes Kt.
4. Q. takes R. P, ch.	R. to Q. Kt. 3d (best)
5. Q. takes P., ch.	R. to B. 3d
6. Q. to Q. R. 5th, ch.	

And Mates next move.

No. 180.

White.	*Black.*
1. Kt. to Q. 5th, ch.	K. to K. R. 5th
2. K. to Q. R. 3d	P. 1 (best)
3. Q. to K. 8th, ch.	K. to R. 4th
4. R. to Q. B. 5th, ch.	K. to R. 3d
5. Q. to Q. R. 8th	

Mate.

No. 181.

White.	*Black.*
1. Kt. to K. B. 6th, ch.	K. takes P.
2. Kt. to Q. 5th, dis. ch.	R. takes Q. (*a*)
3. R. to K. R. 3d, doub. ch.	K. takes R.
4. Kt. to K. B. 4th	

Mate.

(*a*) If K. to K. R. 4th, you play R. to K. R. 3d, and afterwards mate with Knight.

No. 182.

White.	*Black.*
1. Kt. to K. Kt. 5th	R. takes B., ch. (best)
2. K. to Q. R. 4th	P. takes K. R. P. (best)
3. R. takes K. R. P., ch.	K. to K. Kt. 3d
4. P. takes P., ch.	K. to K. B. 3d
5. R. to K. B. 7th	

Mate.

No. 183.

White.	*Black.*
1. Kt. to Kt. 8th, ch.	K. takes Kt.
2. R. to K. B. 6th	B. to K. 5th (best)
3. K. to Q. 2d	K. R. P. 1 (best)
4. R. to K. B. 5th, ch.	B. takes R.
5. Kt. to K. B. 6th	

Mate.

No. 184.

White.	*Black.*
1. Kt. to Q. 4th	K. takes Kt. (best)
2. R. takes P., ch.	P. takes R.
3. Kt. to Q. B. 7th	Q. P. 1
4. Kt. to K. 6th	

Mate.

No. 185.

White.	*Black.*
1. Kt. to Q. 2d	K. moves
2. B. to K. B. 5th, ch.	,,
3. Kt. to K. B., ch.	,,
4. B. to K. R. 2d	,,
5. B. to K. Kt. 4th	,,
6. B. to K. B. 3d	,,

Mate.

No. 186.

White.	*Black.*
1. Q. to Q. R. 2d	K. to K.
2. Q. to Q. R. 8th	K. to Q. 2d
3. P. 1	

Mate.

No. 187.

White.	*Black.*
1. R. takes R., ch.	B. interposes
2. Q. to K. B. 2d	Kt. from K. B. 8th moves
3. Q. takes Kt.	Kt. to Q. B. 2d

Mate.

No. 188.

White.	*Black.*
1. R. to Q. Kt. 2d	Black's moves are all
2. Q. to K. R. 4th	forced.
3. B. to K., ch.	
4. B. to Q. B. 3d	
5. Q. to K., ch.	
6. Q. to Q. B. 3d	

Stalemate.

No. 189.

White.	*Black.*
1. R. to K. 3d, ch.	B. interposes
2. B. to K. 4th	P. takes P.
3. K. to R. 8th	P. 1
4. P. to R. 7th	P. takes Q.
5. Kt. P. becomes a B.	P. 1, or takes R.

Mate.

No. 190.

White.	*Black.*
1. Q. to K. 5th	K. takes Q. (or A)
2. Kt. to K. 3d	Any move
3. P. 1	

Mate.

A

	K. to B. 3d
Q. to Q. 6th, ch.	K. to Kt. 4th
Q. takes P.	

Mate.

No. 191.

White.	*Black.*
1. Q. to B. 4th, ch.	K. to Q. 3d
2. Q. to Q. Kt. 4th, ch.	Q. to Q. B. 4th (best)
3. R. to Q. Kt. 6th, ch.	B. takes R. (best)
4. Kt. to B. 4th, ch.	K. to Q. 4th
5. Kt. takes B., ch.	K. to Q. 3d (*a*)
6. Kt. to Q. B. 8th, ch.	K. to Q. 4th
7. Q. to K. 4th	

Mate.

(*a*) If Q. take Kt., check with B. at K. 4th, and mate with Q. at K. 7th.

No. 192.

White.	*Black.*
1. R. to Q. R. 5th	Q. takes P.
2. B. to K. 5th, ch.	Kt. takes B.
3. R. to Q. 5th, ch.	Q. takes R.
4. Kt. to K. B. 5th	

Mate.

No. 193.

White.	Black.
1. Kt. to K. 4th	K. takes Kt.
2. B. to K. Kt. 4th, dis. ch.	K. to Q. 6th
3. B. to K. B. 5th	

Mate.

No. 194.

White.	Black.
1. B. to Q. B. 4th, ch.	K. takes B.
2. Kt. to K. 5th, ch.	K. to Q. 4th
3. B. P. 1, ch.	K. to Q. 3d
4. Kt. takes R., dis. ch.	K. takes Kt.
5. K. P. 1, dis. ch.	Q. P. 1
6. R. takes P.	

Mate.

No. 195.

White.	Black.
1. Q. to K. 5th, ch.	K. to Q. 6th (best)
2. R. to Q. 6th, ch.	K. to Q. B. 5th (best)
3. R. to Q. 4th, ch.	K. to Q. Kt. 6th (best)
4. Q. to K. 3d, ch.	K. to Q. B. 7th
5. Q. to Q. 2d	K. to Q. Kt. 6th
6. Q. to Q. Kt. 4th	K. to Q. B. 7th
7. Q. to Q. Kt. 2d	P. takes Q.

Mate.

No. 196.

White.	Black.
1. Kt. to B. 6th, dis ch.	B. takes R.
2. B. to Q. Kt., dis ch.	B. takes R.
3. Q. to K. B. 4th, ch.	P. takes Q.
4. B. to Q. 4th, ch.	B. takes B.

Mate.

No. 197.

White.	Black.
1. Kt. to Kt. 4th, ch.	K. to R.
2. Kt. to K. 4th	B. to K. 3d, ch.
3. K. to R. 5th	B. to K. R. 5th (best)
4. K. takes B.	P. Queens
5. Kt. to Kt. 6th	

Mate.

No. 198.

White.	Black.
1. R. to K. Kt. 4th, ch.	Kt. takes R.
2. Kt. to Q. 3d, ch.	K. to Kt. 4th
3. Kt. to K. 5th, dis. ch.	K. to Kt. 5th
4. Kt. to Q. B. 6th	

Mate.

No. 199.

White.	Black.
1. Q. takes K. B. P.	R. takes R. (a)
2. P. to K. 7th, ch.	R. takes Q.
3. P. takes B., and becomes a Kt.	

Mate.

(a) If Q. take R., P. takes Q., &c.

No. 200.

White.	Black.
1. P. to K. 6th, ch.	K. takes Kt. (best)
2. Q. to Q. B. 6th, ch.	K. takes Q.
3. R. to Q. B. 5th, ch.	K. takes R. (best)
4. Kt. to K. 4th, ch.	K. to Q. Kt. 5th
5. R. to Q. Kt. 5th, ch	K. takes B.
6. Kt. to Q. B. 3d	

Mate.

SOLUTIONS TO CALVI'S PROBLEMS, Nos. 39—44. (See pp. 372, 387, 396.)

No. 39.

White.	Black.
1. B. to Kt. 6th, ch.	P. takes B.
2. R. to B. 8th, ch.	Kt. to B. 3d
3. Kt.	

Mates.

No. 40.

White.	Black.
1. Q. to K. B. 8th, ch.	R. takes Q.
2. R. to Q. 7th	Any move
3. Mate with R. or P.	

No. 41.

White.	Black.
1. Kt. to his 6th, ch.	Kt. takes Kt.
2. Q. to K. 6th	Any move.
3. Mate with Q. or Kt. P.	

No. 42.

White.	Black.
1. R. takes Kt., ch.	K. takes R.
2. Kt. from B sq. gives ch.	K. to K. 4th
3. Kt. to Q. Kt. 6th	B. to R. 5th
4. Kt. to Q. B. 4th	

Mate.

No. 43.

White.	Black.
1. R. to Q. B. 5th, ch.	P. takes R.
2. B. to K. 6th, ch.	R. to Q. 4th
3. R. to R. 4th, ch.	R. takes R.
4. Kt. takes P.	

Mate.

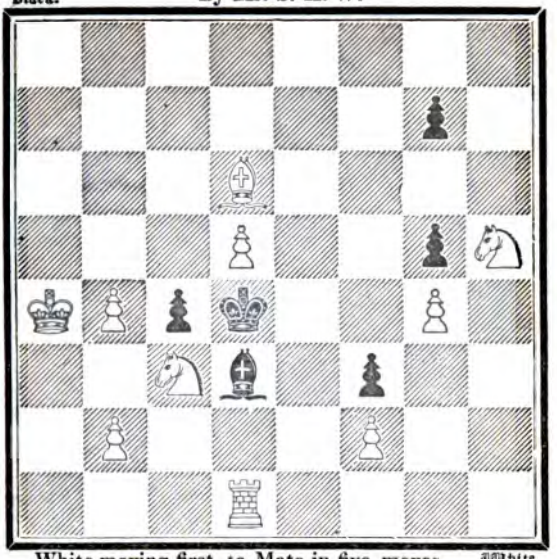
No. 44.

White.	Black.
1. K. to Kt. 2d	Kt. P. 1
2. B. P. 1 sq.	Kt. P. 1
3. R. P. 1 sq.	P. takes P., ch.
4. K. to R. 3d	B. P. 1
5. Kt. P. 1	

Mate.

PROBLEM No. 205.
By Mr. S. H. W.

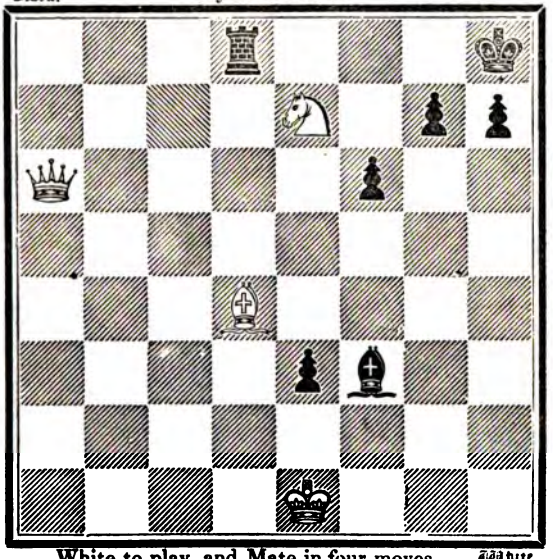
Black.



White moving first, to Mate in five moves. White.

PROBLEM No. 206.
By Mr. ANNET.

Black.

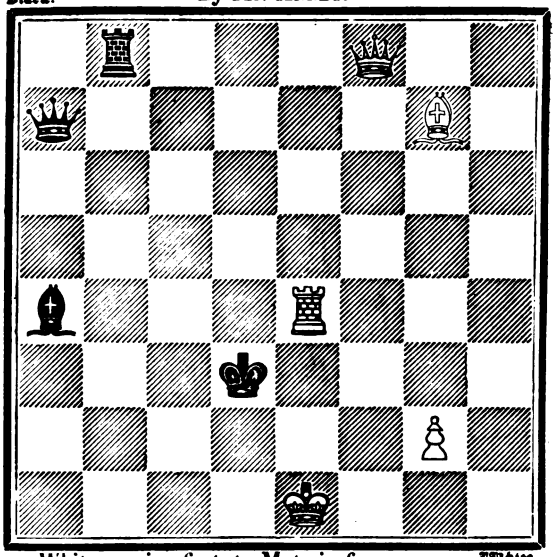


White to play, and Mate in four moves. White.

PROBLEM No. 207.

By Mr. ANNET.

Black.



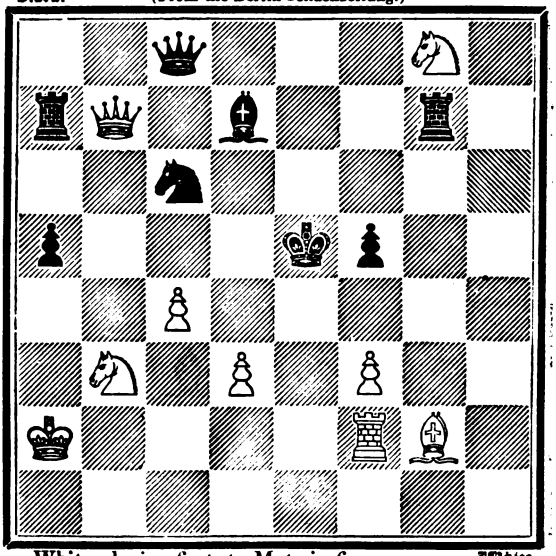
White moving first, to Mate in four moves. White.

PROBLEM No. 208.

By N. D. NATHAN.

(From the Berlin Schachzeitung.)

Black.



White playing first, to Mate in five moves. White.

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